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CROC TALES™

The Official WarGods Webzine

IN THIS ISSUE!

By popular demand -

- **Rules for the Spartans**
- **Rules for the Mycenaeans**
- **Rules for the Demigods, War Altar, Spartan Herald, Strategos and more!**

EDITOR'S CORNER

From the Editor:

This edition of Croc Tales features a 30 page preview of *WarGods of Olympus*, enough information to allow players start playing the game now using the core *WarGods of Aegyptus* rules. Much of this information was previously available as part of the Olympus Playtest Manual. However, this latest edition features new and expanded rules, and should be considered a complete replacement of the previous manual. To all the enthusiastic players and playtesters who helped to get us to this point, we extend a hearty and grateful "Thank You!"

To be clear, these rules are as close to "official" as you can get before actual print publication, and they are suitable for all Crocodile Games tournaments and campaign events. It is possible that some of this information may change before the final *WarGods of Olympus* rulebook is released. Though these rules are the result of rigorous playtesting, it may happen that some slight imbalances between the factions or Demigods may yet will reveal themselves and have to be addressed. If you see something that doesn't quite add up, or a question that needs answered, please let us know on the Crocodile Games forum and we'll do our best to help.

Want to see more? We'd love to show it to you, but a game of this scale takes a huge amount of effort to construct and cash to publish. We're working hard to make it happen, and every miniature sold and new player introduced to the game gets us closer to being able to realize our vision!

What is included:

This book presents playtest rules for all of the non-Titan *WarGods of Olympus* miniatures that have been released to date. Inside, you will find profiles and abilities for warriors of two Hellene city-states – Sparta and Mycenae – as well as new Specialists unique to each. This book also contains information about several of the sons and daughters of the Olympian gods, including a description and a partial listing of the divine Gifts unique to each. Finally, some units that are unique to Olympus such as the War Altar and Honor Guard are introduced. Armed with this information, coupled with the system mechanics presented in the *WarGods of Ægyptus* rulebook, the player should have enough information to begin telling epic stories of battle worthy of Homer, Hesiod or the Nine lyric poets of Ancient Greece!

What is not included:

Obviously, this book is nowhere near to being an exhaustive resource for *WarGods of Olympus*. The rest of the city-states and Olympian gods have not been included, though there are plenty of hints to be found about these in the background material that is here. Also not included are the monstrous Titans, the common enemy of all Hellenes, these were dealt with at length in Croc Tales #2, and some mythological units such as the Satyrs and Minotaus, detailed in Croc Tales #6. Also missing are specifics about the "named" personae pertaining to the Battle of Thermopylae, such as Leonidas and Xerxes, as these require their own supplement to deal with them properly.

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sales@crocodilegames.com

Please note: You must already be an established store to order direct from us.

Featured FLGS:

We have introduced a new section to Croc Tales - Featured FLGS. A spread dedicated to our Friendly Local Game Stores.

If you are a store owner or have a local store that you would like to see featured in Croc Tales, here's what to do:

1. The store must be a stockist of Crocodile Games miniatures and run Crocodile Games related events.
2. Take some good quality photographs of the event, the owners/staff and the outside of the store.
3. Do a little write up about the store and the event.
4. Email the photographs and the write-up to:
   sales@crocodilegames.com

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A NOTE ON ORDERING & SALES

In order to make our product range more manageable and desirable to retail stores we are discontinuing a number of products for sale in Retail outlets. ***All of our products will still be available for purchase through our website*** but will no longer be available in the sealed blister packs through retail stores. These changes are effective immediately.

This should make it easier and more cost effective for stores to carry our product range. So if you know of a store who wants to stock our range, be sure to show them this information. As always they can order our products through our distributors or direct from Crocodile Games. E-mail sales@crocodilegames.com for our latest Terms & Conditions and ordering form.

Discontinued Product for Retail Sale:

WGE-001	Anubi Warrior Booster (2)
WGE-002	Heru Warrior Booster (2)
WGE-003	To-Tanem Warrior Booster (2)
WGE-004	Horde Mummy Booster (2)
WGE-005	Khemru Warrior Booster (2)
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WGE-122	Basti Master of Words
WGE-125	Asar Hero with Axe
WGE-126	Asar Master of Words
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WGE-129	Crypt Lord (Tomb Queen)
WGE-130	Crypt Lord (Assassin)
WGE-135	Heru Captain
WGE-136	Heru Master of Words
WGE-137	Heru War-Maiden
WGE-143	Asar Witch
WGE-144	Sebeki Hero “The Butcher”
WGE-145	Sebeki Master of Words
WGE-146	Priest of Sobek
WGE-148	Asar Warhawk Captain
WGE-149	Female City-Dweller Master of Words
WGE-150	Asar Warhawk Hero
WGE-153	Tethru Hero
WGE-154	Priest of Thoth
WGE-155	Tethru Master of Words
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WGE-158	Priest of Set
WGE-159	Typhon Master of Words
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WGE-206	Harbinger of Osiris
WGE-207	Harbinger of Bast (Male)
WGE-208	Heru Dark Harbinger
WGE-210	Harbinger of Sobek
WGE-212	Harbinger of Horus, Defender
WGE-213	Asar Harbinger of Horus, Defender
WGE-214	Harbinger of Horus, Avenger
WGE-215	Asar Harbinger of Horus, Avenger
WGE-216	Asar Harbinger of Khanum
WGE-217	Asar Harbinger of Bast
WGE-218	Harbinger of Thoth
WGE-303	To-Tanem Warrior Unit
WGE-311	Asar Warrior Unit
WGE-312	Warrior Mummy Unit
WGE-314	Heru Archer Unit
WGE-316	Asar Warhawks Unit
WGE-318	Tethru Warriors Unit (10)
WGE-319	Typhon Warrior Unit (10)
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WGE-402	Weapons of Power (12)
WGE-403	Specialist Weapons (12)
WGE-404	Heavy Weapons (12)
WGE-405	Bows & Quivers (10)
WGE-406	Javelins (10)
WGE-701	Abomination, Undead Sphynx
WGE-801	Basti Camp-Followers 1
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WGO-001	Spartan Hoplite Booster
WGO-002	Spartan Peltast Booster

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FEATURED FLGS

It was a warm October morning when the Croc packed up and headed south towards Fort Knox, the home of the Fort Knox armed forces base, US Armor Center and Hard Knox Games – a friendly local game store celebrating its 1st Anniversary. It was Hard Knox Games that the Croc had in its sights.

It had started with an invitation to come and run some demonstration games to help celebrate and ended in a day of fun and enthusiasm.

Over the course of the day, Chris ran a fun packed demonstration game of the playtest edition of WarGods Skirmish, previously only played at GenCon Indy, while Debs ran a demonstration game of WarGods of Aegyptus.

Fun was had by all and Wayne and Chad were great hosts to the Croc. Going out of their way to make us feel welcome and promoting the day to ensure a big turnout.

There is a friendly and welcoming atmosphere, a great place to hang out and do some gaming. If you are ever down in their neck of the woods be sure to drop by and say hi!

Hard Knox Games, 647 Knox Blvd:
Radcliff, KY 40160
Tel: (270) 352-5669, www.hardknoxgames.com

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Right: Debs runs a demo of WarGods of Aegyptus for Louis Trujillo.

Right: An Overview of the board.

Right: Some after end of day hanging out.

Left: Owners, Wayne Milam & Chad Underdonk with the Titan Overlord

The players: Jeff Collins, Rick Willis, Ryan Rogers, Colin Scott, James Ellis, Chad Underdock, Thomas Bingham & Clint Kimmes

Left: The Khemru Beastmaster with his jackals attempts to take down the flesh hulk.

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SPARTAN DIPLOMACY

Lychaeus, the Arm of Acheron, plucks an olive from one of a hundred trees in the grove around him as he surveys the Athenian soldiers spread out on the plain below. His own warband is arrayed behind him under the glare of the summer sun, a forest unto themselves of scarlet cloaks and bright, lambda-embossed shields. They stand silent, conserving their breath for the grim work ahead and awaiting his order to attack.

The olive's bitterness matches his mood at being sent here to Sicyon, but Heliomachus, the Sun-sworn, had left the Spartan ephors little choice. The son of Apollo had poured honey into the ears of the magistrates of Sicyon, promising them untold riches in exchange for an Athenian alliance. By the strength of this union, Athens had begun to choke off the trade routes and the Ship Road through the Isthmus of Corinth. Little trade reaches the south now without Athenian consent, and prices on even common goods have risen painfully in Sparta. The magistrates are too intoxicated by their new wealth and pretty promises to heed any Corinthian attempts at negotiation, especially knowing – as all do – that Corinth lacks the stiffness of spine to take action should diplomacy fail. *But Spartan diplomacy is a different sort of beast altogether,* Lychaeus thinks. *Sicyon will take heed or Hades will host the city entire by nightfall.*

Beneath the terraced plateau, the warriors of Athens trade ribald, arrogant laughter as they tighten the straps of their cuirasses and string their bows. Their shields and spears lie on the ground beside them, and to Spartan eyes, this betrays their foe's inferiority; only a mediocre soldier would show such disrespect for the tools to which they would soon trust their lives. Their leader Heliomachus is radiant and strong, though no more disciplined than those he commands; he moves languidly among his men, plucking his foolish lyre and trading jests with his troops.

Their mirth carries up the slope to the waiting Spartans. Sixty red-cloaked hoplites stand in precise, uniform ranks. Lychaeus' uncle, the grizzled but brilliant tactician Illonius, scours them with a baleful eye before nodding once, satisfied. Helot servants check the fittings of their masters' armor one last time, then fall to the inspection of their own slings and javelins. Each Spartan is prepared to slaughter the warriors of Apollo to a man, should that prove to be the toll required to enter Sicyon and convince its magistrates to renounce their Athenian alliance.

Slipping from shadow to shadow beneath the olive trees is a monstrous hound, one of Cerberus' own get, sent by Hades himself to his favored son. Lychaeus whistles, and in response all three heads howl together in bone-chilling harmony, an icy wail of mourning that evokes at once a funeral dirge, a widow's lamentation and the echoing moans of a man dying in an empty room. The warriors on the plain below fall silent, and their naked fear is a palpable thing.

The double aulos flute sounds the advance, and the Arm of Acheron leads the march down the slope of the plateau toward the killing field. The twin warriors of his honor guard and his uncle are beside him, his hoplites marching in perfect formation behind. His fearsome hound is nearby, but again lost in the shadows. Helots range loosely to either side of the warband, arrayed to fire their slings or to defend the phalanxes at their vulnerable flanks.

The Athenian archers loose their first ragged volley to mark the range of their bows while their hoplites form up into their own pale approximation of a phalanx, broad and shallow. Once in position there is nothing to do but watch the Spartans approach – an unbroken barrier of scarlet and bronze approaching as inexorably as death itself. Those who face the phalanx slowly advance have plenty of time for their fears to build and build again, turning their limbs to water and their courage to mist.

Illonius puts a hand on his nephew's shoulder and points out the flaws in the Sun-sworn's ranks. Even at this distance, Athenian spear tips can be seen to quiver, held as they are in shaking hands. Men are already shuffling unconsciously a half-step to their right, into the shelter of their comrades' shields, weakening their already inadequate defenses. These soldiers who were so arrogant minutes before are succumbing to their lack of discipline, and Lychaeus knows he can turn that weakness toward collapsing their lines.

The distance between the warbands has closed by half, and the Athenian archers again nock and draw, this time aiming in earnest. Heliomachus, no longer the feckless musician, takes aim beside them with his own golden bow, with which his accuracy is near peerless. By the time his men let fly their shafts, the Demigod of Apollo has already sent three arrows of his own winging toward the Spartan line. His target is not the menacing phalanxes, but rather Lychaeus himself. Anyone making even the most casual study of tactics learns that battling an army is no different than facing a hydra: Cutting off heads is exhausting, and achieves little. Better to assail the creature's heart to achieve swift victory. But like the thick scales of the hydra's breast, the Arm of Acheron is well protected.

The men of his honor guard have sworn to die before letting harm befall their commander, and they react quickly, one guard catching an arrow on his shield while the other throws himself bodily in front of Lychaeus. He, two, manages to deflect one arrow, but the other bites deep, ripping through his cuirass and piercing his heart. As his shade pulls free of his mortal form to continue service in the Underworld, Lychaeus can read satisfaction on his face, and pride in having done his duty.

The other Athenian archers are having no better luck with their own prey. Most arrows find a home not in flesh, but are deflected the wall of overlapping shields. Only rarely does a barb find a living mark, and even more rarely is a Spartan warrior badly wounded or killed. A few do drop, but they are quickly replaced by their unmourning brothers from the ranks behind. The relentless advance continues until the Athenian hoplites finally muster the courage for a desperate charge at the nearest phalanx. The Spartans lower their spears to meet them, and the two warbands finally meet in with the thunder of bronze-on-bronze, and agonized Athenian screams.

Heliomachus draws back his bowstring again, but Lychaeus' monstrous three-headed hound is upon him, fouling his aim and driving him to the ground. The Demigod of Apollo struggles desperately to avoid the three vicious and slavering maws as Lychaeus raises his axe and charges toward them.

Hades does not whisper prophecy to his children the way the Sun-sworn's fair Apollo does, but The Arm of Acheron can clearly see what the future holds. The Athenian ranks are already buckling before the press of his Spartans, and those that do not die in the next minutes will flee the battlefield for the relative safety of Sicyon's walls. He will meet his rival in Provocation at the center of the field even as the battle finishes swirling around them. His axe will usher the Sun-sworn's shade into the underworld, leaving the fallen Demigod's divine essence to mingle with Lychaeus' own. Apollo will turn in shame from his son's failure, Heliomachus' clever alliance with Sicyon will be sundered, and all will know that Sparta has once again returned order to the face of Hellas.

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WARBAND CREATION

A warband for *WarGods of Olympus* is built using the same basic template established in the *WarGods of Aegyptus* rulebook. The core rules of the game remain the same, but added are new rules specific to the warriors of Hellas, such as the Phalanx formation and Peltast units. Olympus warbands are also more structured than those of Aegyptus, so in most cases a unit's equipment is limited to what is detailed in its individual listing.

The first step is to create your Demigod, choosing his gender, City-State, and the god that was his divine parent. All these choices affect the sort of warband that your Demigod commands… for example, the man-hating Amazons would never follow a male into battle, nor would the traditional Spartans follow a female, no matter how powerful. The majority of your warband will be from the same City-State as your Demigod, and the warriors of each City-State have their own allies and enemies. Last, your Demigod's divine lineage determines the nature of the mythic powers that he can call upon, as well as the mythological allies he can employ. So consider the options, and choose your champion wisely!

Demigod
Start by choosing your Demigod's divine parent, then gender (note that some gods or goddesses beget only male or female children) and finally choose the City-State where your Demigod was born (some City-States, gender, and patron gods are not compatible.)

The Gods
Ares: offspring may be male or female.
Apollo: offspring may be male or female.
Artemis: offspring are always female.
Hades: offspring may be male or female.
Zeus: offspring may be male or female.

The City-State
Mycenae: may be lead by a male Demigod of Apollo, Ares, Hades or Zeus, or a Female Demigod of Artemis.
Sparta: may be lead by a male Demigod of Apollo, Ares, Hades, or Zeus. Female Demigods are not permitted.

Hoplites
Hoplite warriors form the backbone of the military power in the land of Hellas. The majority of the warriors in your Demigod's warband will be Hoplites that come from his own home City-State; these are his trusted battle-companions, family members, and personal guard. At least one-half of the warband's Point Value must be composed of Hoplite warriors and characters from the Demigod's own City-State. The Point Value of the Demigod is included in this total, as are any Specialists or characters included as any of these unit's Character Options. Each Hoplite unit from the warband's home City-State generates 2 Hoplite Champions, Heroes, or Specialist Character Options.

For example: A player is using a 1500 point Spartan warband, so the Point Value of the Demigod, all his Spartan Hoplite units and their respective characters must equal at least 750 pts. The remainder of his points may be spent on allied units from other City-States or missile troops, as their respective restrictions permit.

War Altar
A Demigod may bring a portable shrine, to honor his divine parent with a sacrifice before a battle begins. The War Altar is from the Demigod's home City-State, and its Point Value is included when calculating the core 50% of home forces of the warband. The War Altar does not generate an additional Character Option.

Chariots
Chariots are used in Hellas to move heavily armored heroes into the thick of the battle, and get them out again if the fighting turns against them. Chariots are always from the Demigod's home City-State, and their Point Value is included when calculating the core 50% of home forces of the warband. A Chariot unit does not generate an additional Character Option.

The rules for Olympus Chariots are the same a Aegyptus Chariots, with the following exceptions:
1. Olympus Chariots do not automatically come equipped with a Javelin Rack, but may purchase one for an additional 3 points.
2. The Armor Rating of an Olympus Chariot is 3 with a Move Value of 8/16. In all other respects the Chariot's Profile is the same.
3. Olympus Chariots may not be equipped with Chariot Runners.
4. If the Chariot is traveling at Fast Advance speed, Passing Attacks made by the Passenger receive a bonus of +1 to their Damage Modifier.
5. Champions and Heroes that begin the game as a Passenger in a Chariot may be equipped with Heavy Armor.

Additional Equipment
A player may equip a chariot with the same options detailed in *WarGods of Aegyptus*: *Wheel Scythes, Glorious Banner, Gruesome Totems*, and *Chariot Armor*. If equipped with *Chariot Armor*, the Armor Rating is increased to 5 while the MV is reduced to 7/14.

Peltast and Missile Units
The men of Hellas consider the men who use missile weapons to be dishonorable and cowardly. Though all City-States employ them as a matter of necessity, the role is usually left to farmers, herdsmen, slaves, and others too poor to afford Hoplite armor. Peltasts, archers and slingers and the Characters generated by them may comprise no more than 25% of a warband's total Point Value. Peltasts and missile units generate only a single Character Option per unit, a Champion or Hero of their own unit type. The Point Value of mythic followers (such as Satyrs) do not count toward this total.

For example: Using the same warband above, 25% of 1500 points is 375 pts. The cost of all of the warband's Peltast, archer, and slinger units and all characters attached to these units must not exceed 375 pts.

Allies
The remainder of the warband can be made up of allied warriors from other City-States and lands, who have pledged themselves to the cause of your Demigod. These allied forces generate only a single Character Option per unit, and allied Hoplite units may not be given Battle Honors.

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PHALANX FORMATION

The Phalanx is a tight formation of troops, where the warriors stand shoulder-to-shoulder, with their shields protecting both themselves and the warrior to the left. The warriors fight with their spears leveled, and the spears of the warriors behind protruding from the gaps in the front rank, or held over their shoulders, attacking with a downward thrust. As the fight goes on, the men in the rear ranks push forward with their shields pressed against the backs of the men in front of them, and the entire unit drives their enemy backward by their united strength. In this manner, the Phalanx presents a near-impenetrable wall of shields and blades to those who face it from the front, a wall that will crush all those who stand before it.

Requirements:
Only Hoplites may form a Phalanx formation, and it requires that the warriors are equipped with a Large Shield and a Spear (as all Hoplites are). The formation requires at least 12 Hoplites, organized into at least 3 complete ranks. Units other than Hoplites may not assume the Phalanx formation; it is a difficult formation to master, and only warriors who have spent many years in practice can perform it effectively during the chaos of battle. The Hoplite unit must have a minimum Discipline of 6, and while it may begin the battle in phalanx formation, it must make a Discipline Save to assume the formation after the battle has begun. If during the course of the battle, the unit suffers casualties that bring the Phalanx numbers below 12, the unit must make a Discipline Save in order to maintain the formation. If the Save is failed, the unit reverts to the Block formation, and loses all special Phalanx abilities and restrictions. The Phalanx cannot be maintained if a Charge order is given. If the Phalanx does Charge, the formation executes the order but immediately reverts to the Block formation. This formation cannot be used in Forests, Broken Ground, or Swamps.

Benefits:
A unit of Hoplites in the Phalanx formation receives the following benifits.

• Models in the Phalanx receive a Shield Bonus equal to the Armor Rating of the unit's shields. Thus, a model with a Large Shield has a bonus of +2, +3 vs. missiles, for a total Armor Rating of 4, 6 vs. missiles. This Shield Bonus does not apply to attacks from the flank or rear; only to attacks from the front. The Shield bonus does not affect the Shield's Hard Armor rating in any way.

• Like a Block, the front 2 ranks of the Phalanx may attack with their spears in melee combat. The Phalanx may use both ranks in a *Set for Charge* attack.

• The Phalanx is an intimidating formation – a unit must pass a Discipline Save before it will attempt to engage the Phalanx from the front. If this succeeds, the attack may proceed. If the save fails, the unit remains stationary, and its Command Counter is removed.

• A Phalanx gains a Rank Bonus as if it were in the Block formation: +1 for each complete rank behind the first, up to a maximum Rank Bonus of +3.

THE PUSH

Once the battle is joined, the rear ranks of the Phalanx press their shields into the backs of the warriors in front of them, pushing forward, and the massed ranks of men relentlessly drive the enemy backward as the Phalanx advances. Only large units comprised of strong and disciplined warriors can hope to stand their ground against the force of a Phalanx.

This game effect is called the "Push", and it comes into play on the Turn following the initial Turn of a melee combat. If the Phalanx is activated first, it can choose to either Push or Wrap Around. It may not do both. If the player chooses to Wrap Around, this is conducted normally, models are wrapped, and combat is resolved. If the player chooses to Push, the Phalanx makes a Discipline Test against the enemy unit, with both units adding their current Rank Bonus to their Discipline (a maximum bonus of +3). If the Discipline Test is successful, the enemy unit is moved backwards 1", and the Phalanx is moved forward, staying in base-to-base contact with the unit. If the Phalanx's Discipline Test is failed, the Push does not occur, and the combat round is conducted normally.

A unit that has been Pushed must make an immediate Discipline Save or become Disordered. A unit that has been successfully Pushed suffers a further penalty of -1 on any Rout Save that they must make for the remainder of the Turn.

No matter the result of the Push attempt, after it has been resolved melee attacks are conducted normally.

Units that are Disordered when Pushed by a Phalanx must make a Rout Save instead of a save against Disorder. If the unit is Pushed into another unit or an impassable terrain feature, the unit must make a Discipline Save against Disorder or Rout at a penalty of -1.

A Phalanx may choose to Push one Turn, and then Wrap Around on another, and so on. A Phalanx that has been wrapped around by enemy models may Push the enemy unit, and if successful the entire melee is moved back 1", as normal. The Push or Wrap Around is only available to the first unit in the melee that activates in the Turn; if a Phalanx chooses to Push on their activation phase, the enemy may not Push back or Wrap Around when their activation occurs… they must hope to win the Edge and be the first to Activate on the next Turn to have that opportunity. Colossal models are too large to be affected by the Push Back.

Some helpful points to remember: if a Phalanx becomes disordered from a Push, it loses the Phalanx formation and the accompanying shield bonus, spear attacks from the second rank, and rank bonus! Also, a unit that chooses to Wrap Around instead of Push will be depleting it's Rank Bonus as the models from the rear rank move around to attempt to encircle the enemy. In the battles of the Hoplites, discipline is the key to victory, once a Phalanx is pushed into Disorder, its eventual Rout is almost always inevitable.

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THE HERALD (+25 POINTS)

The Herald is a warrior who carries the banner bearing the symbol of the warband. Oftentimes, the banner bears the symbol of the warband's Demigod or his godly sire, or sometimes it bears the symbol of the City-State that the warband calls home. An Olympus warband is allowed only a single Herald, and he must always be a member of a Hoplite unit. The Herald typically stands at the center of the warband's front line, where the fighting is likely to be the thickest. The warriors around and behind the Herald use his standard as a visual marker to see where they are in the thick of battle.

Any unit of warriors within 12" of the Herald, including the Herald's own unit, adds +1 to their Discipline Rating in Rout Saves. Like the *Aura of Command* of a Demigod, the Herald must be within the unit's forward field (180-degree zone) for them to gain the benefit. The unit must be able to see their symbol at the front lines to be inspired to greater acts of bravery!

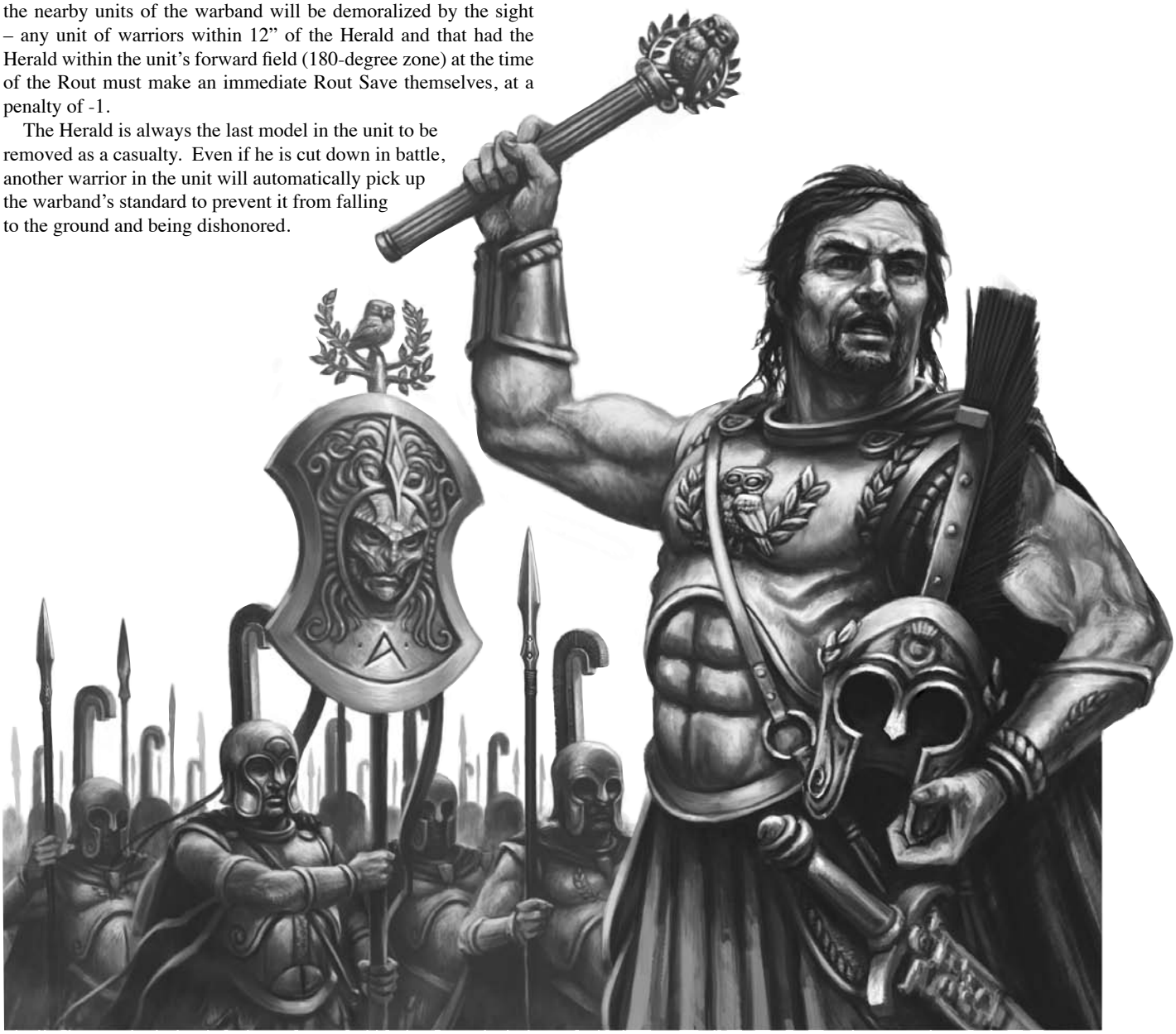
If the Herald's unit should Rout while engaged in melee combat, the nearby units of the warband will be demoralized by the sight – any unit of warriors within 12" of the Herald and that had the Herald within the unit's forward field (180-degree zone) at the time of the Rout must make an immediate Rout Save themselves, at a penalty of -1.

The Herald is always the last model in the unit to be removed as a casualty. Even if he is cut down in battle, another warrior in the unit will automatically pick up the warband's standard to prevent it from falling to the ground and being dishonored.

MUSICIANS (+10 POINTS)

Though the warband is limited to only a single Herald, multiple Musicians are allowed. Musicians are warriors trained in the use of a musical instrument to set the tempo of the men on the march, and to aid them in drill. Each unit of warriors (Hoplites, Peltasts, Archers, Slingers, and so on) is allowed to purchase a single Musician at a cost of 10 Points per unit.

A unit with a Musician recieves a bonus of +1 on Discipline Saves against Disorder, and against all Discipline Tests or Saves that involve assuming and maintaining formations (such as the Tortoise or Phalanx formation.) Like Standard Bearers or the Herald, the Musician is always one of the last casualties removed from the unit. If the unit has a Standard Bearer or Herald, the Musician is removed second to last.



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PELTASTS

Peltasts are lightly armed and armored skirmishers, usually young warriors chosen for their speed and agility. They are armed with short throwing spears or javelins, and their only armor is a helmet, stiffened leather corselet and a shield. They avoid direct confrontation with better-equipped troops; indeed, it is difficult for a slow moving Phalanx to ever close with skirmishers, though the light javelins of the Peltasts are a mere nuisance to a well-armored Phalanx. Instead, the Peltasts work in concert with the Phalanxes of their own warband, protecting their vulnerable flanks and running down enemy archers that dare to threaten them.

Each City-State has its own breed of Peltasts that they rely upon in battle. The Spartans employ the *Scirtiae*, warriors from the rugged northern highlands of Laconia who are renowned scouts, with keen night-eyes and quick reflexes. The Mycenaeans utilize their younger warriors, capable hunters as shown by their boar-tusk helmets, but yet unproven in battle against men. Though the details of their origin are different, Peltasts all share the same role on the battlefield: to scout ahead, protect the flanks, and harass missile troops so the Hoplites can close with and crush the enemy.

EQUIPMENT:

All Peltasts come equipped with Light Armor, Normal Shield, Hand Weapon, and Javelins, and the cost is included in their Point Value. They may not be equipped with additional weapons or armor.

SPECIAL ABILITIES:

Peltasts are organized in the Skirmish formation, and obey many of the same rules: they may *Evade*, they are limited to no more than 12 models in their unit (or 13 if a Captain is attached), and when engaged in melee combat, all of the models 'push up' into contact with the enemy and any character attached takes his place in the front rank. However, the Peltasts are expert skirmishers, and they move and maneuver with more freedom than normal warrior units, as detailed below.

ON THE BATTLEFIELD:

The Peltasts are always mounted on a square movement tray that measures 4" by 4" to simplify their movement and maneuvering. The models are arranged in an open, "checkerboard" formation. If the unit has a Captain attached, this model is always placed in the center of the tray and the warriors are placed around him.

The Peltast unit moves in the same way that an Independent Character does, but the Peltasts' entire movement tray is effectively treated like a giant Independent Character's base. The individual models in the unit are not moved within the confines of their movement tray; the tray itself is moved. The Peltasts do not need to wheel when turning, they can *Fast Advance* without forming a Column formation, just like an Independent Character does.

Movement, missile fire, and maneuvering for the Peltast unit is always measured from the outer edge of their movement tray, not from the bases of the individual models inside. Basically, the warriors in the unit are constantly moving around, dodging, throwing javelins, etc., but rather than attempt to represent each warrior's specific movements, for the sake of simplicity, the entire Peltast unit is considered a single entity. Like Independent Characters, the Peltasts can move around or through minor battlefield obstacles without penalty (such as a statue, pillar, tree, etc.)

Movement is also measured from the center of the leading side of the tray to the center rear side of the tray at its destination. To put it simply, never measure from or to the corner of their movement tray - the line of the tape measure should go from the center of the side.

MISSILE FIRE:

For missile fire, use the edge of the Peltasts' movement tray to determine the range for both their firing as well as being fired upon. If any part of the Peltasts' movement tray is in range, an enemy model can target the entire unit at this range classification. The same rule applies for the Peltasts when firing at an enemy: their range is measured from the center of their movement tray's front side, and that is the range used for the entire unit. Remember, there may be occasions where part of the Peltast unit is within one range classification and the other half is within a different range – don't worry about it. The actual Peltast models would be constantly moving around within the area denoted by their tray anyway, so just keep it simple and use the range determined by the nearest point of the unit for all the models.

The Peltasts may throw their Javelins according to the normal *Fire of Opportunity* rules. Line-of-site for the models in the rear ranks is not blocked by the models of their own unit, as the Peltasts are in an open formation and constantly moving. Thus, the entire unit is usually able to fire at a viable target, unless restricted by line-of-site obstacles other than their own unit.

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Peltast	5	1	1	4	4	4	5	5	20
Champion	5	2	1	5	5	5	5	6	36
Hero	5	3	2	6	6	6	6	7	64
Notes: All Peltasts come equipped with Light Armor, Normal Shield, Hand Weapon, and Javelins.									

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ARCHERS & SLINGERS

Though missile weapons play a vital role on the battlefields of Hellas, the men who use them are not held in high esteem. It is the dream of every young boy to one day wear hoplite armor, and stand shoulder-to-shoulder and shield-to-shield with his fellows, fighting bravely with spears and swords. To die in such a battle is to meet an honorable death worthy of praise and song... but to die by the arrow, or the slingstone, this is a death fit only for animals of the hunt. The men who deal in such warfare are always held in contempt, for it is a weapon fit only for the weak, and heroic tales are for the strong.

In *WarGods of Olympus*, the Hoplites fight exclusively man-to-man, leaving the unenviable duty of missile fire to the lower class of warriors, often men too poor to afford proper arms and armor, or too weak to fight in the grueling crush of phalanx combat. All Archers and Slingers share the same profile, no matter what City-State they come from.

ARCHERS

The men who use the bow as their primary weapon are usually hunters or city guardsmen, called into service by their City-State or pledged to the service of a Demigod. Their aim is true, very effective at finding the gaps between hoplite shields and armor. Archers must always be equipped with bows, and can be equipped with a Hand Weapon at additional cost. Their unit may take a Musician or Captain at additional cost. The cost of weapons has not yet been added to their Profile.

SLINGERS

Slingers are usually herdsmen who have spent long summers perfecting the use of the sling and stones, to protect their herds from marauding wolves or lions. They are an undisciplined bunch, but they can be very effective when used in large numbers. Slingers must always equipped with slings, and can be equipped with a Hand Weapon at addional cost. Their unit may take a Musician or Captain at additional cost. The cost of weapons has not yet been added to their Profile.

CHAMPIONS & HEROES

All missile units come from the warband's home City-State, and each unit included in the warband generates a single Character Option, which may be an Archer or Slinger Captain or Hero. Hoplite characters and Specialists may not be selected from these Character Options. These characters always begin the game attached to their respecive unit as the unit Captian, though they may detatch during the course of the battle if the player chooses. Archer and Slinger Captains may be given the following additional arms and armor at additional cost: Light Armor, Hand Weapon, Double-Handed Weapon.

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Warrior	5	1	1	4	4	4	5	5	10
Champion	5	1	1	5	5	5	5	6	24
Hero	5	1	2	6	6	6	6	7	48
Notes: *All Archer and Slinger units use the above Profiles. Weapon cost is additional: Bows (5 pts), Slings (3 pts), Hand Weapon (1 Pt.)*									

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WAR ALTAR

The gods of Mount Olympus are fickle beings, easily offended by any perceived insult to their ego or slight to their name, but also quick to meddle in mortal affairs on behalf of a favored offspring or worshipper. Thus, a wise battlefield commander is vigilant when honoring the gods, even when on the march. Many carry with their warband a small portable shrine to their patron god, and attended by a devoted Priest to ensure that his warriors pay their benefactor the appropriate respect. On the morning before a battle begins, a sacrifice is made to the warband's god, and if the god is pleased with the offerings, the warband is sometimes favored with divine luck. But woe to the warband that offends the gods! Their wrath is easily aroused, and their vengeance is merciless!

Each War Altar is unique, as it is devoted to the patron god of the warband. A warband that marches from Sparta may carry the sacred flame from the hearth of the temple of Zeus, which has never been extinguished since the founding of the city; so long as the flame remains alight, the Spartans will never know defeat. A warband that sails from Athens may carry a sapling born of Athena's olive tree that grows at the highest point of the Acropolis; when offerings are made before the tree, the goddess is sure to bless her devoted with the fruit of victory. Players are encouraged to customize their War Altar to suit the unique nature of their warband and Demigod.

On the Battlefield

The War Altar, Guards, and Priest act as a single unit on the battlefield, with the Priest as the unit's Captain. The War Altar includes the 2 Bearers as well as the Altar itself, and is considered a single model. The unit may not move faster than the War Altar, and the War Altar may not *Fast Advance* or *Charge*. The models must be arranged in a Block or Line formation, and obey the rules for those formations. Casualties are removed from the Guards first, then the Priest, then the War Altar. Once all of the War Altar's wounds are lost, the bearers have been killed and the Altar destroyed. The War Altar is not required to make Rout Saves for wounds suffered.

INSPIRATION

The War Altar is revered by every true-hearted member of the warband, and they will fight bravely to protect it should it be threatened by an enemy. All models in the Demigod's warband receive a bonus of +1 to their Attack Rating against any enemy unit that is in base-to-base contact with the War Altar unit. Friendly models that are that are within 8" of the War Altar also receive a bonus of +1 to all Rout Saves, so long as the War Altar survives. However, should the War Altar be destroyed in battle, the warband will be demoralized by the loss. Any Rout Save made by the warband for the remainder of the Turn is made at a penalty of -1.

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
War Altar	4	4	2	5	5	4	7	7	80
Guards (2)	4	1	1	5	5	4	6	7	-
Priest or Priestess	4	2	1	6	6	5	7	7	-
Notes: The Altar, Guards, and Priest all carry Double-handed Weapons (DM 2) and wear Heavy Armor (AR 6)									

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OFFERING TO THE GODS

On the first Turn of the game, the Priest may make an offering to the gods, hoping to gain their favor in the battle to come. The War Altar must play a *Cast a Spell* Command, and the Offering takes place on their Activation Phase. The player rolls a d10, and consults the chart below.

Offering Roll Modifiers

Before the roll, consult the list below and add the total cumulative modifiers to the roll.

– If the player's warband has a greater point value than the opposing warband, the War Altar receives a -1 on the Offering Roll.

– If the player's warband has a lesser point value than the opposing warband, the War Altar receives a +1 on the Offering Roll.

– If the opposing warband is led by a Demigod of the same patron deity as the player's warband, the War Altar receives a –1 on the Offering Roll.

– If the opposing warband is led by a Demigod whose Path of Renown is opposite from that of the player's warband, the War Altar receives a +1 on the Offering Roll.

– If the opposing warband does not have a War Altar, or is not lead by an Olympian Demigod, the War Altar receives a +2 on the Offering Roll.

DIVINE FAVOR

If the Offering Roll results in 'Divine Favor', consult the listing below appropriate to the warband's parton god.

Apollo: The clouds in the sky above the battlefield part, revealing the sun as it is carried across the heavens in the Chariot of Apollo. Apollo is pleased with his offering, and alights in the sky above the Altar's warband. The light of the sun blazes with supernatural brightness, which causes the enemy warriors to shield their eyes from the blinding light. The opposing forces suffer a penalty of –1 to their Missile Rating for the first 3 Turns of the game, plus an additional Turn for each point above 9 on the modified Die Roll result.

Ares: The sky is stained a deep crimson, and vultures begin to circle above the battlefield; Ares is pleased with his blood-offering, and promises to aid his followers at some point in the battle. Once the battle is met, a mysterious warrior appears wearing red armor and carrying a spear, his face obscured by an imposing helmet. He silently joins the warband of the Followers of Ares, being placed on their player's deployment zone edge at the start of the game. The warrior has the same Profile as a Demigod of Ares, but with no Ka powers or points, and is equipped with a Spear, Medium Armor, and Shield. The warrior fights until he is killed, and then disappears as mysteriously as he arrived... all that is left of him is his shattered, smoking red armor and broken weapons.

Artemis: A fair wind blows across the battlefield, causing banners to wave and the boughs of treetops to rustle. Countless birds take to the sky, filled with an uncanny bravery and a thirst for the blood of the Demigod's enemies – Artemis is clearly pleased with the Demigod's offering. At the start of each Turn of the game, after the Command Phase, the Artemis player rolls a die; if a 1 is rolled, the flock of birds has come. If the roll fails, the Artemis player may try again on subsequent turns. Each turn, the player has a 1 better chance to call the flock – on turn 2, the attempt succeeds on a roll of 1 or 2, on turn 3, the attempt succeeds on a roll of 1, 2 or 3, and

OFFERING ROLL

Die Roll	Result
1 or less	**Divine Scorn:** The god is offended by the sacrifice and actively seeks to hinder the Demigod's chances in battle. Consult the *Divine Scorn* section for the listing for the Demigod's patron deity.
2-3	**Unfavorable Omens:** The god is displeased with the sacrifice, but does not punish the Demigod… for now. The warband is demoralized, and suffers a penalty of -1 on all Rout Saves for the duration of the battle, as the Unfavorable Omens are witnessed by some of the men.
4	**Ignored:** The god ignores the plea for aid.
5	**Unseen Watcher:** The god is pleased with the sacrifice and secretly watches the battle unfold, hidden somewhere nearby in the form of a bird or animal. The warband automatically receives 1 Victory Point for capturing the god's attention. If the warband is victorious in battle, the Demigod receives +2 Renown. However, if they meet defeat in battle before their divine audience, the Demigod suffers a humiliating Renown penalty of -2.
6-7	**Favorable Omens:** The god sends a portentous sign declaring his favor, but does not actively aid the Demigod in the battle. It is made known throughout the ranks that the god was pleased with the offering, and the warband receives bonus of +1 to all Rout Saves for the entire game.
8	**Divine Blessings 1:** The god is pleased by the sacrifice and is eager to tip the scale in favor of the Demigod's warband. The Demigod is granted a single free *Defy Fate* roll to use during the course of the battle.
9	**Divine Blessings 2:** The god is especially pleased with the sacrifice and is willing to influence the course of the battle on behalf of his offspring. The Demigod is granted 2 free *Defy Fate* rolls to use during the course of the battle.
10	**Divine Blessings 3:** The god is most pleased with the sacrifice and is determined to interfere in the battle to ensure victory for his favored son. The Demigod is granted 3 free *Defy Fate* rolls to use during the course of the battle!
11+	**Favor of the God:** Deeply gratified by the devotion of his followers and the significance of their sacrifice, the God is committed to aiding the Demigod's warband in a meaningful way. Though it is forbidden by Zeus for the gods to interfere directly in the stuggles of mortals, the god will risk discovery and punishment to aid his child on the battlefield. Consult the *Divine Favor* section opposite for the listing for the Demigod's patron deity.

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so on. If the flock of birds has not yet been summoned by Turn 10, the attempt automatically succeeds.

The player may choose any unit on the battlefield for the birds to attack, providing the unit is not engaged in melee combat. The flock of birds descends from the sky and attacks the hapless unit with unholy vehemence. The birds make a normal Melee Test against the unit, with an Attack Rating of 5. The unit uses the highest Defend Rating of its warriors (if a Character is attached, his Defend Rating is used for the test). If the attack is successful, the unit loses its Command Counter for the Turn. Once the attack is made, the flock disperses into the air. After the first flock has been summoned, the process starts over on subsequent Turns, with the next Turn the player needing to roll a 1 to summon the flock, and so on.

Hades: The field of battle rumbles with a deep, ominous tremor, seeming to come from deep below. The Lord of the Dead is pleased with the offering, and has opened the gates of the Underworld to release the dead souls of the enemy warband's ancestors to witness the battle. They appear as a crowd of insubstantial shades floating up through the cracks in the ground. Their hollow voices can be heard carried on a chill wind, taunting the opponents and beckoning them to join the dead in the Underworld. The enemy warband receives a penalty of –1 on all Rout Saves throughout the battle. If the game is part of an Epic Campaign, the warband receives only 1/2 the normal Casualty Buy-Back points, as the souls of their warriors are quickly claimed by the shades of their waiting ancestors.

Zeus: Dark clouds fill the sky, and a deafening thunderclap sounds, shaking the ground of the battlefield. The sound stuns the enemy warband; each unit must make a Discipline Save or lose their Command Counter for the first Turn of the game. Warrior units that fail the save must make an additional Discipline Save or become *Disordered*. For each point above 10 on the modified Die Roll result, the units receive a penalty of +1 to their Discipline Save.

For Example: if the Offering Roll's total result is a 13, the enemy units each receive a penalty of +3 to their Saves.

DIVINE SCORN

If the Offering Roll results in 'Divine Scorn', consult the listing below appropriate to the warband's patron god.

Apollo: The clouds in the sky above the battlefield part, revealing the sun as it is carried across the heavens in the Chariot of Apollo. But Apollo chooses to favor the Demigod's enemies, hovering in the sky above their warband. The light of the sun blazes with supernatural brightness, which causes the warriors of the Demigod's warband to shield their eyes from the blinding light. The Demigod's forces suffer a penalty of –1 to their Missile Rating for the first 3 Turns of the game, plus an additional Turn for each point below 1 on the modified Die Roll result.

Ares: The sky is stained a deep crimson, and vultures begin to circle above the battlefield; Ares is outraged with the pathetic offering, and swears vengeance. Once the battle is met, a mysterious warrior appears wearing red armor and carrying a spear, his face obscured by an imposing helmet. He silently joins the opposing warband, being placed on their player's deployment zone at the start of the game. The warrior has the same Profile as a Demigod of Ares, but with no Ka powers or points and is equipped with a Spear, Medium Armor, and Shield. The warrior fights until he is killed, and then disappears as mysteriously as he arrived... all that us left of him is his shattered, smoking red armor and broken weapons.

Artemis: An ominous stillness falls over the battlefield as the winds die and the sounds of the wilds are silenced. Artemis is insulted by the Demigod's paltry offering. Suddenly, countless birds take to the sky, filled with an uncanny bravery and a thirst for the blood of the Demigod's warriors. At the start of each Turn of the game, after the Command Phase, the opposing player rolls a die; if a 1 is rolled, the flock of birds has come to harass the Demigod of Artemis' warband. If the roll fails, the opposing player may try again on subsequent turns. Each turn, the player has a 1 better chance to call the flock – on turn 2, the attempt succeeds on a roll of 1 or 2, on turn 3, the attempt succeeds on a roll of 1, 2 or 3, and so on. If the flock of birds has not yet been summoned by Turn 10, the attempt automatically succeeds.

The player may choose any unit on the battlefield for the birds to attack, providing the unit is not engaged in melee combat. The flock of birds descends from the sky and attacks the hapless unit with unholy vehemence. The birds make a normal Melee Test against the unit, with an Attack Rating of 5. The unit uses the highest Defend Rating of its warriors (if a Character is attached, his Defend Rating is used for the test). If the attack is successful, the unit loses its Command Counter for the Turn. Once the attack is made, the flock disperses into the air. After the first flock has been summoned, the process starts over on subsequent Turns, with the next Turn the player needing to roll a 1 to summon the flock, and so on.

Hades: The field of battle rumbles with a deep, ominous tremor, seeming to come from deep below. The Lord of the Dead is insulted by the meager offering, and has opened the gates of the Underworld to make ready the arrival of the warband that has earned his scorn. Death comes quickly to the doomed warriors. At the start of each Turn, roll a die. If the result is a 1, the warriors of the warband suffer a -1 penalty to Armor Saves until the end of the Turn. This roll is repeated at the start of each Turn. If the game is part of an Epic Campaign, the warband receives only 1/2 the normal Casualty Buy-Back points, as the souls of their warriors are quickly claimed by the Lord of the Underworld, as compensation for the Demigod's insult.

Zeus: Dark storm clouds fill the sky, and a deafening thunderclap sounds, shaking the ground around the War Altar; mighty Zeus is displeased. The sound stuns the player's warband; each unit must roll a Discipline Save or lose their Command Counter for the first Turn of the game. Warrior units that fail the save must make an additional Discipline Save or become *Disordered*. For every point below 10, the units receive a penalty of -1 to their Discipline Save.

For Example: if the Offering Roll's total result is a -3, the player's units each receive a penalty of +3 to their Saves.

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The rain lashed the four men gathered around the war altar, and lightning flashed, illuminating the tents of the warband camped at the base of the hill. The priest of Zeus stood before Agamemnon, between the king and the small shrine to Zeus. Behind the altar, one bearer held a torch, while the other struggled with a leashed ram. When thunder cracked the sky, the ram would bleat, buck, and tug at its leash.

Agamemnon looked at the priest with contempt.

As the storm clouds gathered earlier this evening, the priest had demanded they hold the ritual sacrifice days before his warband was to join with their Spartan allies, let alone meet the band of Titans they hunted in battle. Though Agamemnon, as tradition-bound as any man of Mycenae, disapproved -- the sacrifice was held on the morning of battle, not days before -- he could not deny that the ominous storm clouds seemed a portent of Zeus' presence. But this did not assuage his contempt for the priest's breaking with tradition, let alone the scorn King Agamemnon felt for any man who dared make demands of him.

The bearer laid the struggling ram upon the altar's marble top. Stepping up to the altar, the priest drew his sacrificial dagger from within his robes. With his free hand, he pressed the ram's head against the altar, and then drew his blade across the ram's throat. Suddenly close, lightning cracked down from the heavens, splitting the night sky. The priest stabbed his dagger into the ram's belly and sliced lengthwise from its breastbone to its groin. Setting his dagger down, he plunged his hands into the ram's guts and withdrew its entrails. He staggered to his feet and turned toward Agamemnon, a look of stark terror on his face.

"Betrayal!" the priest proclaimed. Agamemnon saw in the priest's cupped hands the rancid meat, dead-white maggots twisting and squirming, pulled from the ram's guts. He continued, verging on hysteria. "We must turn back, my lord! We are --"

"Silence," King Agamemnon commanded, his voice a menacing growl, his flinty eyes hard.

"But, my lord, we are --"

Agamemnon slapped the priest with the back of his hand, sending him tumbling to the ground. Looming over the priest, the king looked at those assembled on this low hill. "Not one of you shall speak of this sacrifice. Not one of you will tell of rotten meat pulled from the fresh corpse of a ram, or of what this fool priest has prophesied. Not one, I warn you, or all shall suffer."

***

Lakartes entered Agamemnon's tent in early morning hours. The Titan Hunter's bulk blocked the bright sunlight streaming in from the tent flap. Gesturing Lakartes forward, Agamemnon unfurled a map of the region on a table. He held down one curling edge with his stone scepter, its top adorned by twin eagles; on the other edge he set his helmet with its plumes of horsehair and crown of boar tusks.

"Here, our Spartan allies have made camp," Agamemnon pointed to a spot on the map, "and we will soon join them. I wish you to go out, find these Titans we hunt, and lead them to this place. In the meanwhile, we will fortify the camp and lay traps. We will prepare a killing ground."

Lakartes grunted his approval. A man of few words, he merely commented, "A good plan."

"Goad them into a fury, Titan Hunter -- fill their hearts and bestial minds with nothing but rage. Blind them to our trap."

Lakartes nodded. "I will need men."

"There are some peltasts from this region, ten warriors serving under Nikos who grew up hunting in these hills. Take those."

Those ten men had complained unceasingly since joining the warband. They had grumbled about the weather and food, and most damning, they had grumbled about Agamemnon's leadership. For their impertinence, the king condemned the men to death.

***

"My lord, we will reach the Spartan camp by dusk."

King Agamemnon stopped. He gazed thoughtfully at the surrounding hills, before asking, "Can one see their fires?"

"From the hilltops, aye."

"Halt the warband. We camp here. Set pickets to watch the Spartan camp."

It was as the king commanded. A little while later, a messenger from the Spartan commander came to ask why the Mycenaeans had not joined their allies. He was sent away with platitudes and excuses, but no true answer. As night fell, Agamemnon laid awake on his cot. This night would be best for his plan to reach fruition; if not tonight, then the Spartans would need further explanations. Soon past midnight, shouts and cries began to spread through the camp, and a young warrior arrived at Agamemnon's tent, reporting that the Titans had fallen on the unprepared Spartans. The king rose slowly from his cot and ordered the warrior, breathless with excitement, to gather his commanders.

It was over an hour before the warband was assembled to Agamemnon's satisfaction, and the slow, cautious march through the night took most of another hour. When they did finally arrive, though, they took the Titans by surprise, falling on them from behind. The Spartans had lived up to their reputation, and despite terrible casualties, their spears had taken a toll upon the monstrous children of Kronos. The Mycenaeans only losses were a Titan Hunter and ten peltasts, whose bodies had been found among the Spartan dead -- how they had found themselves fighting beside the Spartans, no one knew.

The few Spartans who survived that awful night, murmured treacherous stories about King Agamemnon's slow arrival, but those rumors never reached the city-state where Agamemnon ruled -- where, upon his return, the king was hailed a hero.

***

Some time later, Agamemnon found himself in the presence of his priest, who dared to congratulate him on the victory, his voice full of innuendo and sly insinuation. The king deigned to answer the unspoken accusation.

"There would be a betrayal, so Zeus had decreed. Was I to wait for the Spartans to betray us, perhaps putting us on the left of the formation, where the fighting is most deadly, as they are wont to do with their allies? Was I to wait for betrayal from my own men, perhaps flinching in the face of the enemy and fleeing? Was I to do as you demanded -- leave off pursuit of the Titans and return to Mycenae a failure and a coward?

"None of these were acceptable. There was only one acceptable outcome, yet the Sky-Father had decreed a betrayal, so I laid my will upon the future and made it my own. If there need be a traitor, then I would be that traitor, and in doing so, further my own cause -- further my own glory."

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MYCENAE

The Mycenaeans make their home in the most rugged part of Hellas, their cities standing amidst craggy mountains in a wind-blasted land subject to frequent attacks from titans and their monstrous kin. In ancient times, the first king of Mycenea bargained with the Cyclopes to build the walls of their cities out of massive stones, too large for any man or ox to move. These walls have served them well, for over the years they have withstood numerous assaults by armies, monsters, and the forces of nature – and survived them all. Through these ordeals the Mycenaean defenders have stubbornly persisted, not fleeing to more hospitable lands but instead entrenching themselves even further. Now, their once-barren mountaintops have been turned, through years of effort with hammer and chisel into near-impregnable fortresses of stone.

The strength of Mycenae is founded upon these fortified cities, and there are three: to the south stands mighty-walled Tiryns, which straddles a gap between two mountains and protects a valuable trade route that winds through them; shimmering Argos overlooks the waters of a sheltered bay and busy seaport, providing the Mycenaeans access to trade and travel; last is Mycenea itself, rich in gold, the oldest and wealthiest of the three… an imposing mountain citadel built upon on a spur of rock towering a thousand feet above the surrounding region. Between them all lies the Plain of Argos, a relatively flat and fertile field where disputes between the three cites were settled in times past, before the reign of the great king Agamemnon ended the disputes and united the cities under a single banner. Under his reign Mycenae has become formidable indeed, with each fortress able to call upon the aid of the other two when threatened.

The wild lands surrounding the fortresses are largely untamed by man, for they are inhabited by some of the most terrible monsters ever cursed by the gods. Even worse, the land is tormented by earthquakes and broken with chasms and caves in the stone. It is said that these cracks descend all the way down to Tartarus, the prison of the Titans. It must be so, for when the earth shakes, new incursions of the monstrous beings are sure to follow after. In spite of the constant danger, the Mycenaeans stubbornly face these threats as they have always done, unwilling to budge from the land of their ancestors. Their constant struggle has hardened them, and made their warriors into tenacious foes.

HISTORY AND SOCIETY

While other city-states may be known for their fine soldiers or contributions to philosophy, the kingdom of Mycenae is best known for the sheer stubbornness of its people. Some Hellenes claim that it is easier to reason with one of the cyclopean stones that make up Mycenae's walls than a Mycenaean once his mind is made up. Their minds are shaped by the epic poets who recount the tales of their ancestors, their heroic deeds, and their sacrifices. Bound to these ancient tales and traditions, the Myceneans see themselves as the only true Hellenes, uncorrupted by foreign influences and decadent ideas. After all, if their traditions worked for their forefathers, they should work just as well today. Strangers are looked upon with suspicion, for they often bring with them new ideas and unwelcome change.

The men of Mycenae are hunters of great renown, for the rocky hills of their homeland are abundant with game. The youths become full citizens only after they have mastered the time-honored techniques of hunting. Their final test is taken upon the threshold of manhood in the form of a ritual hunt… each child is sent alone into the mountains wearing nothing but the traditional body pigments of their forebears and armed with only a spear, seeking the wild boar. Those that survive and return with their prey are awarded the rights of adulthood, and may thereafter marry and serve in their city-state's army. Some do not return at all, themselves becoming prey to the beasts that roam there… their mothers do not cry, and their fathers never speak of them again, for they have been proven unworthy of manhood. Most return with the body of a wild boar, a worthy prize for any Mycenaean man. The ivory tusks of the animal are mounted on the new citizen's helmet which he wears with pride for the rest of his days. Few return with a more dangerous prey like the lion or wolf… these boys ascend to manhood knowing that they are destined for leadership, and wear the pelt thereafter across their shoulders as a sign of their worth. Once in a long while, a child returns having slain a monster, such as a chimera, hydra, or something yet unknown to mortal man… a boy such as this is destined to be a Titan Hunter, the greatest hunters in all of Hellas.

The society of the Mycenaeans is strictly patriarchal, the eldest men of the family overseeing the financial affairs, crops, and disputes, while the women, proud and silent, quietly tend to the

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Hoplite	5	1	1	4	5	4	6	6	23
Champion	5	2	1	5	6	5	6	7	42
Hero	5	3	2	6	7	6	7	8	76
Notes: *Barbed Spears (units DM:2 vs. Monsters), all Hoplites come pre-equipped with Spear and Large Shield.*									

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affairs of the home, weaving, and hearth. They hold the gods of Olympus in profound respect, with Zeus and Hera rightfully held in the highest esteem. Hades the jailer is also venerated in Mycenae, both to see that their deceased ancestors are respectfully looked after in the Underworld, and for his protection from the Titans imprisoned beneath his midnight realm. Poseidon is honored there, particularly in his aspect as the Earth-Shaker, for protection against the dangerous tremors that afflict the land. There is even a shrine dedicated to Hephaestus in the rocky heights above the city, where his devotees and children craft wondrous items from Mycenaean gold and silver, and Cyclopes can sometimes be seen coming or going on some mysterious mission for their deformed master.

ALLIES AND ADVERSARIES

The Mycenaeans strictly honor their treaties, resolutely keeping their word when given, and seeking bloody vengeance when offence is received. Their closest neighbors, the Spartans, have a long history with Mycenae. Mycenaean stubbornness and Spartan belligerence have meant that they have often found themselves at odds across the battlefield, with the Spartans often getting the better of them. It is a sore point for the Mycenaeans, who remember the wrongs done to them for generations, and whose children are oath-bound to avenge the humiliations of their fathers. Still, despite their sore history, they have more in common with the backward Spartans than they do with the rest of Hellas. Athens is an occasional ally with Mycenae, for their strong navy and citizen army are grudgingly admired for their effectiveness, even if the Athenians obsession with egality leaves the Mycenaeans bewildered. To the Mycenaeans, the Athenians are preoccupied with silly philosophies, when they should be concentrating on sensible solutions to their problems, like stone walls, stout spears and shields, and obedience to their elders. However, when they can come to an agreement, they often find themselves complimentary allies. The Trojans are viewed with mistrust, for the Mycenaeans find their eastern influences to be improper and uncouth. To their minds, no people could deal with the sinister Persians for any length of time without becoming corrupted by their decadent ways. Despite this distrust, trade is maintained, for the swift horses of the Trojans are prized for chariot teams, and the Trojans hunger for the bright gold and silver of Mycenae. The Amazons are viewed with scorn and hatred by the Mycenaeans, for their blasphemous disregard of a woman's true and rightful role as defined by the all-mother, Hera. The very existence of the race of female warriors is a threat to their society and an affront to their gods, and so they must be subjugated and punished for their crimes.

WAY OF WAR

Mycenaean soldiers favor heavy armor and slow, unrelenting attacks that grind away at their enemies until nothing remains. Whenever possible, an offering to their patron gods is made on the morning before the battle, to ensure that the gods are watching and to earn their favor for the day.

They fight in the traditional manner, with their heavily armored phalanxes forming the center of their force, and fast-moving chariots and skirmish troops screening their flanks. The greatest of their heroes ride chariots into battle, seeking out enemy heroes to challenge to single combat, all in plain view of their men, to claim the greatest possible glory with their victory.

The Mycenaean warrior carries a spear and sword common to most warriors of Hellas, and a tall tower shield emblazoned with the golden lion emblem of Mycenae, or the symbol of their leader or family. Their deep chests are covered with a cuirass fashioned of stiff leather, sewn with armor plates of bronze engraved with the names, symbols and designs sacred to the warrior's family… some of these plates are centuries old, having been passed down through long generations. Like all things in Mycenae, they are both practical and symbolic. Practical, for the added protection that the bronze affords, symbolic because each plate and symbol represents some great achievement or victory in his family's past. Each successive generation adds new trophies, some taken from bits of the armor of defeated opponents, some awarded as a gift for valorous participation on some military campaign, lending a richly-layered though irregular appearance to the warriors. In addition to the bodily protection of the armor, it likewise reinforces the spirit of the man who wears it, for he knows that when he stands in the battle-line wearing his ancient panoply, the spirits of his ancestors stand with him.

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MYCENAEAN WARBAND

Brave and steadfast, the warriors of Mycenae stand ever ready to defend their rocky homeland from the threat of the dangerous monsters that lurk within and from the threat of the decadent enemy warriors from without. When fighting against the terrible monsters that plague the ancient world, none are their equal. Most men would cower before the thundering advance of a Titan, or run terrified when confronted with the many hungry heads of a Hydra, but to the men of Mycenae these monsters are familar foes. They are not to be feared, but a manly challenge to be beaten and boasted of. Against mortal foes, the Mycenaeans are a stubborn and tenacious enemy. For have they not stood against much larger, more vicious, more terrifying enemies? Having survived such battles, even the greatest of men give them little cause to fear.

A wise man is hesitant to make an enemy of a man of Mycenae, for it is an emnity that will be carried from father to son until vengeance is finally taken. To give a Mycenaean offense is to demand certain retribution one day, for it is a matter of honor to never forgive one who has transgressed against them. Their enmities have sometimes lasted for generations, lead thousands to die to claim justice for a single dishonor, and carried their warriors to the distant ends of the known world.

DEMIGODS PERMITTED:

A Mycenaean warband may be lead by a male Demigod of Apollo, Ares, Hades and Zeus. Female Demigods of Artemis are permitted, though these would be rare, and likely living on the fringes of Mycenaean society.

UNITS PERMITTED:

Hoplites, Champions & Heroes
Peltasts
Archers & Slingers
Honor Guard
War Altar
Chariots
Titan Hunters (unique Specialist)
Agamemnon, King of Mycenae (replaces Demigod)

ALLIES:

A Mycenaean warband may include allies from Athens, Sparta, and Corinth. If the warband is lead by an Infamous Demigod, it may include Cretan Pirates. It may also include any mythological allies that are brought along by their Demigod.

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MYCENAEAN HOPLITES:

The Mycenaean hoplite warriors are burly, deep-chested men, accustomed to both the rigors of the hunt and the hardships of the battlefield. They wear their hair long and grow their beards in the traditional style. Their armor is layered and cumbersome, their broad shoulders completely covered by heavy plates of beaten bronze. To fend off the attacks of Titans and other monstrous beasts, the Mycenaeans mount sharp spikes and horns to key places on their armor that are vulnerable to such attacks: the shoulders, shins and knees. Even if these spikes fail to ward off an attack, they can cause pain and injury to a grasping Titan or a biting monster. The spears of the Mycenaeans also carry additional bite, for their spearheads are mounted with a sturdy crossbar and spikes, to prevent an impaled boar from forcing it's body up the spear shaft and killing the hunter, even in it's death throes. It is an adaptation that has served the Mycenaeans well, for in the conflicts with Titans and the monsters of the hills, death does not come easily to their foes, and a mass of warriors armed with the barbed Mycenaean spears can often keep their foes at bay long enough for the creatures to die from their wounds.

RESTRICTIONS

A Mycenaean warband may include as many units of Mycenaean Hoplites as the player desires.

EQUIPMENT

All Mycenaean Hoplites come pre-equipped with a Spear and a Large Shield, and their cost is already incorporated into the Point Values listed on their Profile. They may choose to purchase Light Armor, Medium Armor, and a Hand Weapon at additional cost. The unit may also purchase a Musician and Herald at additional cost but only one unit in the warband may be given a Herald.

Barbed Spears

The massed rows of barbed spears used by the Mycenaeans are especially effective when used against vicious, primitive opponents. All of the Mycenaean Hoplite unit's Spears are Damage Modifier 2 versus Monsters in Melee Combat. This benefit only applies when the Barbed Spears are used in massed formations; the Damage Modifier of spears used by Independent Characters remains only 1.

Battle Honors

Mycenaean Battle Honors represent units of great distinction, the pride of the city from which they come. These units are easily recognized by the the shields that they carry, all showing the motif of thier home city rather than the usual assortment of family emblems typical of Mycenae.

Up to three units of Hoplites may be given a Battle Honor at additional cost, but no Battle Honor may be duplicated in the entire warband. The miniatures of a unit with a Battle Honor MUST be built or painted to match the Battle Honor's Requirement, as described in the specific descriptions below. The Battle Honor applies to all warriors in the unit, as well as any Champion or Hero that is attached to the unit.

Crocodile Games will be releasing individual shields on the Croc Online Store in the near future to make creating your Battle Honors a simple matter. Players may also convert their own shields to represent Battle Honors (as seen in some of the photos to the right) so long as the Requirement listed for the Battle Honor is clearly followed.

Sons of Mycenae (+10 pts.)

These are the hardheaded warriors that come from the mountain citadel of Mycenae. They are particularly stubborn warriors, who fight even harder when a battle turns against them. After the unit passes its first Rout Save of the game, all further Melee Tests made by that unit receive a bonus of +1 for the rest of the battle. If the Rout Save is failed and the unit runs, the unit does not yet receive the bonus.

Requirement: All of the miniatures in a unit with the "Sons of Mycenae" Battle Honor must be given shields that clearly show the lion symbol of Mycenae.

Sons of Argos (+15 pts.)

These warriors hail from the bustling port city of Argos, which is famous for it's sturdy leather and quality bronze working. Against their armor, missile fire proves to be a mere nuisance, most slingstones and arrows bouncing off their heavy shields and failing to pierce their thick armor. All Missile Tests made against this unit are conducted at a penalty of -1. This applies to missile attacks from both the front or rear.

Requirement: All of the miniatures in a unit with the "Sons of Argos" Battle Honor must be given large, tower shields that show the boar symbol of Argos.

Sons of Tiryns (+10 pts.)

These are the steadfast warriors of mighty-walled Tiryns, some of whom are descended from Heracles himself. The warriors of Tiryns must frequently fight the terrible monsters of the surrounding region, and have developed effective strategies against them. In battle, the Warriors of Tiryns receive a bonus of +1 to their Attack Rating against all Monsters. Further, their shields and armor are covered with sharp spikes that help to ward off melee attacks from Monsters; they receive a bonus of +1 to their Armor Rating against all Melee attacks from Monsters.

Requirement: All of the miniatures in a unit with the "Sons of Tiryns" Battle Honor must be given spiked shields.

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TITAN HUNTER

Mycenae is a rough and austere land, a place of rocky hills and deep valleys, where monsters lurk in the places where men fear to travel. Many-headed hydras, fearsome Titans, horrible chimerical half-beasts and countless other unnamable things spawned and forgotten by the gods lurk in the rugged hills of Mycenae. To these monsters, all men are prey… all save the Titan Hunters. They are strongest of the men of Mycenae, who, as the ultimate expression of their people's ancient hunting tradition, have turned predator into prey. The Titan Hunters stalk these terrible beasts to the remote places of the world where they hide. Alone, they protect the mountain lands of Mycenae from Titan incursions and other fearsome monsters that lurk there.

The Titan Hunters of Mycenae are men of imposing stature, tall and barrel-chested, with arms thick as tree-trunks. Their bronze skin is crisscrossed with myriad scars, each a grim reminder of some past brush with death, some savage wound that was suffered and yet survived. Their beards are worn long and full in the Mycenaean style, and their voices are deep and booming. Though they seem to most gruff and serious at first, the Titan Hunters are quick to laugh, for they know that theirs are lives that could be ended quickly and painfully with the lash of a tail or the snap of giant jaws. For the Titan Hunter, life is a time for great dangers, giant merriment, and finally, a fittingly heroic end that the poets will tell and retell for generations.

Titan Hunters are known to employ a wide variety of exotic weapons in their trade, and are usually laden with at least a half-dozen, to suit any eventuality. One of the more popular weapons for use against their foes is the Harpoon – a wickedly barbed spear with a long coil of heavy rope ending in a strong loop made of bronze. There are tales of multiple Titan Hunters working in concert to pin and immobilize monsters the size of houses by harpooning the beasts and tying their ropes to outcroppings of rock, trees, or posts driven into the ground. Most astonishing are the tales of how a single Titan Hunter can use the harpoon to prevent a speared and wounded monster from escaping by tying the rope around his own waist! Because of the tales of astounding feats of bravado such as this, they are held in awe by common folk the entire breadth of Hellas.

WARBAND RESTRICTIONS

A warband may include up to 3 Mycenaean Titan Hunters.

EQUIPMENT

Heavy Armor, Hand Weapon, Double-handed Weapon.

MONSTER SLAYER

When fighting against Monsters in melee combat, each of the Titan Hunter's attacks cause 2 Wounds, instead of the usual 1. Specifically, this applies against Titans, Monsters, Abominations, all Wendigo,

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Titan Hunter	5	4	2	6	7	7	7	8	85
Notes: *Monster Slayer, Dodge, Harpoon (5 pts.)*								Base Size: 25mm square	

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Howlers, The Abominable Snowbeast, Beloved of Sobek, and the Stone Colossus. This bonus does not apply to missile attacks.

DODGE

Despite their massive stature, Titan Hunters can move swiftly to avoid the atacks of large and ponderous creatures. When attacked in melee combat by any Monster with a base size larger than 25mm square, the Titan Hunter may attempt to Dodge the Monster's attack – providing he has an unplayed Command Counter. The Titan Hunter is permitted one free Dodge attempt each Turn, and may attempt up to 2 more. For each additional Dodge attempt beyond the first, the Titan Hunter loses 1 of his own attacks when activated. The Dodge is conducted following the Monster's successful Melee Test, after which the Titan Hunter makes a reverse Melee Test against the Monster (his Defense Rating vs. the monster's Attack Rating). Success means the Titan Hunter has dodged the attack. Failure means the attack hits, and the Titan Hunter may then attempt an Armor Save, as normal. If the Titan Hunter uses all of his attacks to Dodge, his Command Counter is removed.

HARPOON

A Harpoon has the same range as a Javelin (short: 4", medium: 8", long: 12"), and can be thrown as a Fire of Opportunity. It is a heavy weapon, with a Damage Modifier of 2. Only one Harpoon may be carried, but if an attack is missed it is assumed that it has been reeled in, and can be reused in later Turns.

When a Wound is successfully caused against any target classified as a Monster, the target is harpooned, with the spear-end stuck in the Monster, and the other end of the rope tied to the Titan Hunter. A Monster that has been harpooned is marked with a "Special" marker to note its status, and it loses 2" from its Movement Value. A Monster may be affected by multiple harpoons, and the effects are cumulative; each successful harpooning reduces its MV by an additional 2". If the Monster's MV reaches 0 it is immobilized, and may no longer be issued any movement-based Command Counters. A Monster that has been harpooned is easy prey; the Titan Hunter tied to the other end of the Harpoon's rope receives a bonus of +1 his Attack Rating and Missile Rating toward the Monster. As the rope is tied around the Titan Hunter's waist, he is not limited in the types of weapons he can employ, and may use weapons that require 2 hands.

Monsters of higher intelligence (Discipline Rating 6 or better) may attempt to remove a Harpoon by playing a *Hold* Command Counter and committing one of their Number of Attacks to the task. The Monster must roll a Discipline Save at a penalty of -1 to its Rating. A success means that the harpoon has been plucked out or the rope has been severed. Failure means that the monster is still harpooned, but it may make another attempt at removal on the following Turn. The Monster can make only a single attempt to remove each Harpoon per Turn, no matter how many attacks it has, but it may attempt to remove multiple Harpoons if it has a sufficient Number of Attacks.

A Monster that has been harpooned may not easily escape from a Titan Hunter. If the Monster moves away from the Titan Hunter, the Titan Hunter will be dragged the same distance, in a direct path toward the Monster. The Titan Hunter takes no damage from this wild ride, and can release the Harpoon at any time, at the player's discretion. The Titan Hunter may move closer to the Monster, but may not move further away and still retain his hold.

Cost: 5 pts.

The men gathered at the well to talk of the monster that stalked these hills. They whispered that the gods had sent the Titan Hunter in answer to their prayers. But aid from Olympus often comes at a price and always requires a sacrifice.

When he returned, the Titan Hunter carried in his massive arms a load wrapped in canvas. A deep red stain had spread across its bottom. A villager rushed over; his home lay whence the Titan Hunter came. With trembling hands he parted the edges of the canvas, and when he saw what lay inside, he moved away to vomit. Inside the canvas were the bodies of his wife and two small children.

The Titan Hunter put a thick-fingered hand on the bereaved man's shoulder and said quietly, "Lend me your dogs."

***

The dogs growled at the mouth of a shallow cave, but not one of the pack dared go inside. A gurgling bark, more like an old woman's cackling, came from within and the dogs fell silent. Then one bolted forward, and the rest followed close on his heels. The Titan Hunter wished he knew the name of the proud dog who led the charge; both his courage and his sacrifice were worthy of respect.

Moments later, with a dog hanging from its throat, the monster emerged. Its leonine head was as fleshless as a vulture's, and around its neck was thick mane of wiry black hair. It was built like a hyena -- long legs in front, shorter ones behind, built to tear tough carrion from days-old corpses -- but far more massive. Its bloodshot eyes were unnaturally quick to fix on the Titan Hunter.

As the hunter hurled his harpoon, cobras uncoiled from under the monster's thick mane and writhed around its head, their sharp fangs dripping with venom. A cobra struck the dog at the monster's throat. The dog fell, convulsing for a moment before lying still.

The cord that tied the Titan Hunter to his harpoon would be his death. He had believed the creature would flee once out of the cave. Now, the cord would keep him too close to the twenty deadly serpents that thrashed about the thing's head.

The monster knocked him to the ground, and he barely managed to get his shield between his face and the cobras. The serpents twisted in a fury, seeking his flesh and impossible to stop. Suddenly, the monster was knocked aside, the last dog leaping onto its back. The hunter didn't hesitate. He sunk his blade deep in the monster's belly, then retreated to watch the thing die, the cobras hissing angrily long after the monster had wheezed its last breath.

The dog that had led the others into the cave had saved him, and once the monster was dead, the dog quietly returned to its master, leaving the hunter to cut his trophy from the beast. Bemused, the Titan Hunter shook his head at that, wondering what price the gods would ask for their aid.

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The great achievements of Sparta are not shining temples raised to the gods, or lasting works of poetry and philosophy, or beautiful and moving works of art. Their achievements are victories won on the field of battle, and these cannot easily be counted. Their temples are simple structures of wood and stone -- what need have they of finer houses for their gods than those in which they dwell themselves? Works of art, painted pottery and fine mosaics, these are trifling distractions. Water quenches thirst just as easily from a simple clay cup as it does from an engraved golden chalice. They do not bother to write poetry or songs. Theirs are the great deeds and sweet victories of which the poets sing, so why waste their time writing them themselves?

They do tell stories, however, but a story told by a Spartan is unlike any other, for when it comes time to describe the battle, the Spartan storyteller does not quicken the pace of his recital to build excitement in his audience. He instead pauses, and with the butt of his spear, he scratches battle lines and troop placements in the rocky soil. When he finishes his story, he looks in the eyes of each his listeners to make sure they understand, for this story is not simple entertainment -- it is a lesson in tactics. To a Spartan, the entire world is a battlefield, one had best prepare for the inevitable fight, and this preparation begins at birth.

HISTORY & SOCIETY

The first to hold a newborn Spartan baby is not the child's mother, who would hold the child tenderly to her breast, nor the father, who would lift him with pride and boast of the battles he will someday win. The first to hold a Spartan baby is an old man of no relation to the child... a grizzled, hard-eyed man called an Ephor. He coldly inspects the child's limbs and body, searching for any sign of weakness or physical defect. A child who is found to be less than perfect is not given to his parents, but instead cast from the cliffs of the city to die upon the rocks and surf below. Only a child born whole and strong might take his place in the Spartan phalanx, for the Spartans know that a phalanx is only as strong as the weakest man. In Sparta, there is no place for the weak.

The healthy child is then given to his mother, where he learns to walk, speak, and obey. At the age of seven, the law decrees that the child can lift a spear. The boy is taken from his mother and spends the next thirteen years at the Agoge – a barracks where boys are taught to fight and become men. On his first day, the child is given one rough wool cloak, and by the end of his first year it is tattered and threadbare, but the boy no longer feels the cold. His days are spent fighting against the other boys in the Agoge -- older boys and younger, both those stronger and weaker -- he must fight them all. Not all boys survive the rigors of the Agoge, but those that do are strong, tough, and well prepared for the real hardships of battle.

While the boys of Sparta train in the Agoge, the daily tasks of plowing fields, tending animals, and all other routine duties are performed by the Helots. They are a subjugated people, made to wear dog-skin caps as a mark of their lowly stature, who work and farm so the Spartan males constantly train and prepare for war. The Helots are brutally oppressed, and those who question their servitude or step out of line are killed without hesitation or mercy.

Once a year, the Helots are reminded of their lowly place. During the night, the new graduates of the Agoge are given the names of Helot troublemakers to hunt down and murder with their bare hands... proof they are ready to contribute to the greatness of Sparta. Once their bloody task is complete, the graduates are Spartan men, an Equal in the unbending law of Sparta, and ready to fight and die for the City-State. The graduate is given a new cloak, this one dyed scarlet red to hide the bloodstains of battle, a bronze helmet and spear, and a shield painted with a simple and direct symbol: the lambda of Laconia, the land of Sparta. He will serve until his death in battle, or when he reaches the old age of 60. Those that live to their retirement are the hardest of men, scarred by dozens of injuries and survivors of countless battles. These become the Ephors, who together form a council that ensures the next generation of Spartans is as strong as the last, and that draconian laws of Sparta are upheld and never questioned.

Ruling with the council of Ephors are two kings. The first is the king of the throne; the king who remains in Sparta to perform royal duties. The second is the king of the spear; the king who joins the men abroad in battle, leading the city-state's greatest military assets personally. While the council of Ephors interprets and enforces the age-old laws of Sparta, to these kings falls the responsibility of maintaining the city-states' greatness. The balance of power between these three parties -- the Ephors, throne-king, and spear-king -- is often fraught with tension, and shifts depending on the charisma and force of personality of those holding the roles.

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Hoplite	5	1	1	5	4	4	5	7	24
Champion	5	2	1	6	5	5	5	8	44
Hero	5	3	2	7	6	6	6	9	80
Notes: *Spartan Discipline (may attempt to re-roll a failed Rout Save) all Hoplites come pre-equipped with Spear and Large Shield.*									

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ALLIES & ADVERSARIES

To Spartans, alliances are just another weapon in their arsenal of wartime maneuvers, and they make alliances with other city-states for tactical advantage, no more, no less. When an alliance ceases to provide an advantage, when it becomes a liability instead, the Spartans are quick to sever their ties. However, a Spartan prides himself on being forthright and honest in his dealings, so he always makes sure his allies know where they stand. The Spartans are men of few words and direct action, and those that treat with them are often taken aback by their blunt speech and undiplomatic manners.

Despite this pragmatic, utilitarian view toward alliances with other city-states, the Spartans have their prejudices. They hold Hellas and its sons in the highest esteem -- none in Hellas is as great as a Spartan, yet even a Corinthian moneylender is worthy of more respect than a Persian prince -- so the Trojans with their constant dealings with the East are held in disdain. Further, the Spartans have ingrained, deep-seated views on the place of women in society -- women do not rule, let alone make men slaves to their whims-- and the matriarchal Amazons can expect nothing but contempt from the men of Sparta.

The Corinthians have many dealings with Sparta due to their strategic location, for the Spartan armies must pass through their lands when marching to war against their usual enemies, the Athenians. Sometimes, between the Ephors and kings of Sparta, the topic of conquering Corinth arises. With their soft hands and large bellies, with their constant extortion of heavy tolls, Corinth seems a tempting target, but here is a truth the pragmatic Spartans are quick to recognize: Sparta has no interest in maintaining the extensive ship-road which Corinth employs to connect the seas of Hellas. And so the Spartans pay the tolls, often in the form of promises of aid and alliance.

The greatest rival of Sparta is Athens. The Athenians are nearly the opposites of the Spartans on all accounts. They are devoted to an absurd idea of democracy, discuss frivolous and tiresome philosophies, and celebrate their own freedoms, while the Spartans are devoted to unbending law, strength of arms, and brutal oppression of those beneath them. Though the Athenians have often met defeat on the battlefield against the Spartans, they have proven a tenacious enemy. More than once, the Athenians have claimed a diplomatic victory despite military losses, or have outmaneuvered the land-loving Spartans with their powerful fleet of warships.

WAY OF WAR

When the Spartans go to battle, they fight in a very traditional manner, for their ancestors set the standard of Hoplite warfare, and lesser armies have learned to imitate them over long generations. In battles beyond count, the Spartans have taught their neighbors their way of war in brutal, bloody lessons. They have taught them how to deploy their armies with the strength of Hoplites holding the center, for this is where the line will be held and the battle will be fought. They have taught them the wisdom of deploying Peltasts and missile troops on the right and left, to screen the vulnerable flanks of the phalanx while it steadily advances. They have taught them that chariots and mounted warriors are held in reserve rather than committed early, to allow them to counter any unforeseen threat. And last, they have taught them to place the strongest force of men on the right, for in the crush of combat, each man in the battle line unconsciously seeks cover behind the shield of the man to his right, and the entire battle line shifts to the right once the killing begins. By placing their greatest strength of men on the right, the Spartans are prepared to overwhelm their enemy when they shirk from their relentless assault.

Ambushes, feints, archery, and supernatural minions -- all these are looked upon by the Spartans with disdain, for they are the tactics of the desperate, the cowardly, and the weak. These gambits they have well prepared for, and when one is used against a Spartan, it is a rare excuse for the Spartan to smile, for direct battle is a routine affair, yet an enemy who shows some spirit might provide a battle worth retelling. Like any other weapon, the Spartans use these tactics when called upon, but they never rely upon such gimmickry. Their battles are decided by the spear and the shield, and with these weapons, none can outmatch them.

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SPARTAN WARBAND

The warband of Sparta is renown throughout the ancient world for their countless victories on the field of battle. At one time or another, nearly every city-state has faced humiliating defeat at their hands, and all have learned to fear and respect them. In battle, the Spartans are an unforgiving foe. They do not play at the game of war as the men of other city-states do, fighting only during the warm summer months to quickly make peace and hasten home to their crops when the harvest is ready. Instead, the Spartan solders devote their entire lives to the practice of warfare.

If the Spartans do have a weakness it could only be their lack of numbers. Their strict society makes no allowance for weakness or failure, so the young who cannot keep up with their peers never survive to reach adulthood. When the men of Sparta assemble in the Phalanx, all are equally strong, for the weak were culled long before the battle has begun. Though few in number, there is no weak man in the line whose failure could jeopardize the whole. Their warriors do not balk at fighting against any foe, no matter their numbers or kind… as they have proven many times in the past, even a handful of Spartan warriors can be counted upon to best a much larger foe.

DEMIGODS PERMITTED:

A Spartan warband may be lead by a male Demigod of Apollo, Ares, Dionysus, Hades, Poseidon, and Zeus. Female Demigods are not permitted.

UNITS PERMITTED:

Hoplites, Champions & Heroes
Peltasts (Skiritae)
Archers & Slingers
Honor Guard
War Altar
Chariot
Strategos (unique Specialist)
King Tychedes (replaces Demigod)

ALLIES:

A Spartan warband my include allies from Mycenae and Corinth. If the warband is lead by an Infamous Demigod, it may include Cretan Pirates. It may also include any mythological allies that are brought along by their Demigod.

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SPARTAN HOPLITES

From the day that a Spartan child can lift a spear until the day when the adult Spartan warrior dies by the spear, a Spartan is always training for battle. There is little to distinguish them from the warriors of other city-states, aside from their blood-red cloaks. There are warriors who are taller, or more powerfully built than the lean and rangy Spartans. The arms and armor of a Spartan are simple, little different than that of other city-states: a simple bronze helmet, breastplate, shield and spear, and all are straightforward, and effective, lacking all unnecessary decorations. In all these things, a Spartan would seem the same as any other warrior.

The difference between the Spartan and all other warriors is his fearlessness and unshakable discipline. When he goes to battle, he does so cool and calm, quietly preparing himself as would a suitor preparing to meet his lover, combing his long hair and polishing his shield and helm until they shine, resplendent in the sunlight. He does this, for it is battle that he lives for, and the moments before the bloodshed need no boasting to raise his morale, or hasty preparations to counter his weaknesses; he has prepared for this moment his entire life, and now goes with the heroic appearance of a champion to meet either victory or death. For the Spartan, there are no other options.

RESTRICTIONS

A Spartan warband may include as many units of Spartan Hoplites as the player desires.

EQUIPMENT

All Spartan Hoplites come pre-equipped with a Spear and a Large Shield, and the cost is already included in their Profile. They may choose to purchase Light Armor, Medium Armor, and a Hand Weapon at additional cost. The unit may also purchase a Musician and Herald, but only one unit in the warband may be given a Herald.

SPARTAN DISCIPLINE

"Come back with your shield, or on it," is the farewell that all Spartan women give to their husbands when they march off to war. A warrior who flees from battle invariably drops his shield and weapons to hasten his escape; a Spartan warrior would rather die honorably on the field of battle than retreat and face the shame of cowardice. Any time a Spartan Hoplite unit fails a Rout Save, the unit is allowed a single re-roll. If the re-roll fails, the unit must Rout – not even the power of Defy Fate can change the result.

BATTLE HONORS

For most City-States, each Battle Honor represents a specific unit of great notoriety. The Spartans are different... one Spartan Hoplite is just as capable as any other, a product of their lifelong preparation for battle; they are all truly 'Equals'. A Spartan Battle Honor represents not a specific unit, but the role that a particular unit has been commanded to play on the battlefield. Any other Spartan unit could perform the same, but once the order is given, each unit will carry out their orders to the end.

Up to three units of Hoplites may be given a Battle Honor at additional cost, but no Battle Honor may be duplicated in the entire warband. The miniatures of a unit with a Battle Honor MUST be built or painted to match the Battle Honor's Requirement, as described in the specific descriptions below. The Battle Honor applies to every warrior regardless of the unit's size, as well as any Champion or Hero that is attached to the unit.

Charging Advance: (25 pts.)

In past battles with the Persians and other foreign enemies, the Spartans suffered greatly due to their enemy's dishonorable use of massed bowfire. As a result of this, their warriors have trained relentlessly, running in-step in full battle gear for a thousand yards, each warrior in perfect step with his companions, to be able to close with their enemy more quickly. It is an awe-inspiring sight, to see a complete phalanx of warrior charging across a battlefield in perfect synchronization, through a rain of arrows.

On the battlefield, a Phalanx with Charging Advance may declare a charge at an enemy unit that is further than their charge range but within their line-of-sight. The charge is conducted normally, and the unit must make a Discipline Save at the end of their Activation or become Disordered, each Turn that they do not make contact with the enemy. The target of the Charging Advance may not be changed; if the target changes or moves out of line-of-sight, the Phalanx must make another Discipline Save at a penalty of -1 at the start of their Activation Phase to change to a new target. If the Save is failed, the Phalanx immediately becomes disordered. When the Phalanx makes contact with their enemy, the Phalanx is maintained and all eligible models that can attack receive a charge bonus of +1 to their Attack Rating. Thereafter, the combat is conducted normally.

Requirement: All of the miniatures in the front rank of a Phalanx with the "Charging Advance" Battle Honor must be given spear arms held overhand, and in the same position, to signify that they are running in step.

Intimidation (15 pts.)

Unlike other city-states, the Spartans do not sing battle songs and issue boastful challenges before a battle begins. They march to battle in grim, confident silence, accompanied only by the haunting sound of pipes played to the beat of their footsteps. The warriors of other city-states find this effect to be most intimidating. Any unit that attempts to move into base-to-base contact with the Spartan Phalanx from the front must first pass a Discipline Test against them to do so, instead of the usual Discipline Save. Failure means that the unit's Command Counter is removed and the unit stays stationary for the Turn.

Requirement: All of the miniatures in a unit with the "Intimidation" Battle Honor must be given Spartan skirted shields to represent their elite status.

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Swings From the Right (10 pts.)
In the press of battle, a Phalanx invariably drifts to the right, as each warrior in the line unconsciously seeks safety behind the shield of the man on his right, to help to cover his own unprotected side. The Spartans have developed a tactic that exploits this, stacking their greatest strength of warriors on their own right side, allowing them to envelop their opponent's weaker left and opposite side with overwhelming force. In battle, a unit with the *Swings From the Right* Battle Honor has a Push of 2" rather than the usual 1". If their opponent Routs, the Spartan unit is allowed to reform facing up to 90-degrees to the left, rather than reforming facing forward, as normal. This represents the massed Spartan troops quickly moving to envelop their collapsing enemy's left flank.

Requirement: For this tactic to be successful, the Spartans must concentrate overwhelming strength on their own right flank. A unit with the *Swings From the Right* Battle Honor must begin the game as the most expensive Hoplite unit in the Spartan warband by at least 100 points (including the cost of attached Characters, Battle Honors, etc.) *and* it must also be largest in actual models with at least 1 complete rank more than any other Hoplite unit in the warband. Further, it must be placed on the Spartan player's extreme right flank, and all other Hoplite units must be placed completely to the left of this unit. Peltasts, Chariots, and individual Character models may be placed to the right of this unit of the player chooses. The right-flank placement requirement may be overruled by some Scenarios with specific deplyment rules, such as Ambush, etc.

The horn was blown and Doros of Ephesus, sometimes called Three-Fingered Doros for his maimed right hand, took his place in the phalanx. For ten summers he had made his living by hiring his spear to the war-leaders and kings of Hellas, once even to a Demigod of Dionysius -- Glittering Nyctinos, a foolish son of the Drunken Lord who would never grow wise, having been slain in his first battle. Doros was a battle-tested warrior, but he had never before faced the warriors of Sparta. On this morning he stood in the warband of Prince Philocrates of Lyria. It was to be a campaign of plunder, which the Prince called retribution for the sake of appearances. These Spartan lands had once belonged to Philocrates' great-grandfather, and the Prince had assembled a large host -- some of the warriors his countrymen, many others mercenaries -- to take back those lands.

Across the field Doros saw rank upon rank of warrior, standing in perfect formation. Not one Spartan twitched from fear or fatigue, or fidgeted with nervous anticipation; each Spartan stood perfectly still. Under the Spartan's helmet was a stern face -- perhaps a slight, grim smile twisted the Spartan's lips, or a glint of contempt sparked in his hard eyes -- but on most of those faces, there was no expression at all.

In the Spartan's left hand was a shield emblazoned with a simple lambda -- no battle honors adorned the shield, nor the symbols of individual kings or Demigods, only the symbol of the Spartan homeland, Lacedaemonia. Each was precisely the same -- the same battle-proven bronze, the same size and shape. Only the scarring on the shield's surface, where the spears of enemies had failed to kill the Spartan in previous battles, differentiated one shield from those to the left and right. In the Spartan's right hand was his spear. Again it matched perfectly -- in the length of its shaft, the breadth of its blade -- those of his brothers. Despite the forced march to reach this spot where Philocrates' larger warband would be at a disadvantage, each Spartan had found the time to hone his blade to better pierce the flesh of his enemy -- to better pierce Doros' flesh -- and slay him.

Yet it was in Doros' heart where the Spartans' most deadly weapon was sheathed, ready to be drawn when the battle was joined. The weapon was sharper than any mortal steel, more virulent than a manticore's venom, more fearsome than a Titan's blow. As Doros gazed upon his enemy, he remembered the stories of Spartan victories against impossible odds, of the impossible feats, both martial and tactical, performed by Spartan phalanxes, and of the terrible casualties wrought by Spartans even in rare defeat. As he studied his enemy, his doubt grew. He did not doubt himself, for hard-fought victories and terrible defeats had tested his mettle and proven his courage. Doros of Ephesus looked at the nervous faces of the young in the phalanx beside him, the hodgepodge of shields his comrades carried into battle, and the weapons blunted from previous battles, their wielders deeming sleep more important than taking the whetstone to the blades. Just like every veteran who stood against the Spartans that day, Doros saw all of this and he doubted his fellow warriors -- doubted the ability of his warband to defeat the enemy.

The Spartans' deadliest weapon was drawn in those moments before the battle was joined. Already, before a single enemy was felled, the Spartans had won a great victory over Prince Philocrates, the first of many victories for the Spartans that day. Yet another triumph for the men of Lacedaemonia, the battle would find Doros of Ephesus, sometimes called Three-Fingered Doros, crossing the gloomy waters of the River Styx, the broken haft of his shattered spear still gripped, even as his shade passed from one world to the next, in his maimed right hand.

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STRATEGOS

The Spartan Strategos is a seasoned veteran of many military campaigns. While he is a powerful and renowned warrior, his real value lies in his ability to plan and coordinate clever military maneuvers. He is the right-hand man of the Demigod, a strategic adviser who is often the most trusted member of the warband. And rightly so, for the Strategos has served in many military campaigns throughout his life: in his youth, as a Spartan warrior, standing with spear and shield in the phalanx, locked in bloody battle with the men of foreign lands; as a battletried adult, commanding a company of warriors from the front of the line, their lives resting upon his cool resolve in the face of the chaos of combat; near the end of his years, the role of a Strategos is his final part to play in the Spartan war machine.

For a man of his advanced years, there are great demands placed upon him. If his vision fades to much to discern the subtleties of the enemy deployment, or if his legs falter, and he can not keep up with the youngest soldiers in the march, or his grip on sword and shield begins to weaken – it is over. He would be forced out of the army, his final years spent in the council hall, his sword and shield traded for the robes of Elder or as a member of the Gerousia. But for now, his eyesight is keen, his senses sharp. His legs creak and crack, but they are wiry and tireless. His grip is as strong as that of any younger man, to his left or to his right. He is the Strategos, ready to fight as a Spartan Equal in the battle line, or take command of the entire warband, should his Demigod commander fall.

WARBAND RESTRICTIONS

A warband may include only 1 Spartan Strategos.

STRATEGIC ADVICE

The Strategos may assist the Demigod by providing strategic insight and tactical advice during the heat of battle. Before the Edge Roll, the player must declare the number of Discipline points his Strategos will donate to the Demigod's Command Value; the Strategos has 10 points of Discipline, and may donate as many of these as the player desires. These 10 points may be broken up over the course of the game, or used all at once. The extra points apply only to the Edge Roll for the Turn in which they are spent. The Strategos must be within 12" of the Demigod to provide Strategic Advice, and neither the Strategos nor the Demigod may be engaged in melee combat at the time of the roll. The Strategos may not use Strategic Advice while attached to a unit of warriors; he must operate independently in order to maintain an effective view over the battlefield. He may act as the passenger of a Chariot, but not a unit of Chariots.

Note: the spending of these Discipline Points does not lower his effective Discipline Rating in game play for Tests and Saves.

EQUIPMENT

Medium Armor, Large Shield, Hand Weapon.

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Strategos	5	3	2	6	5	5	6	10	100
Notes: *Strategic Advice, Medium Armor, Shield, Hand Weapon (cost of equipment included in profile).*									

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DEMIGODS

Unlike the detached gods of foreign lands, the gods of Olympus take great interest in the lives of mortals, going amongst them in disguise and meddling in their affairs. They share many mortal passions, and are known to mate with mortals of exceptional beauty or grace. Their offspring are known as Demigods... men gifted with the power of the gods, the greatest leaders, heroes and villains of the Antediluvian Age!

DEMIGOD CREATION

As stated in the Warband Creation section, a Demigod is made by choosing a parent deity, City-State, and gender. The City-State of the Demigod determines his starting Profile, as listed in the Demigod Starting Profiles chart below. The Demigod's divine parent and gender do not affect his starting Profile.

Ka Rating

Though the Hellenic people would use the word *Ichor* to describe the divine power flows in the veins of the gods, the universal term *Ka* is used for the sake of simplicity in the WarGods series of games. The Demigod begins his career with a Ka Rating of 1, with the maximum Ka Rating possible being 10.

Point Value

The Ka Rating determines the basic Point Value of the Demigod - 100, plus 25 for each point of Ka Rating that they possess. Thus, a Demigod with a Ka rating of 1 will have a Point Value of 125 points, and a Demigod of Ka Rating 10 will have 350 points.

Command Value

The Demigod's Command Value is a measure of his leadership and influence on the battlefield It is calculated by adding his Discipline Rating and Ka Rating together - the total number represents his Command Value. The Command Value is used on the Initiative Phase of each Turn, added to the initiative roll to determine the Edge. The Command Value also defines the maximum number f units that the Demigod can command at one time.

Demigod Powers

All Demigods can call upon the divine power that flows in their veins to perform superhuman feats and work mysterious miracles. All Demigods possess 3 powers common to all: *Defy Fate*, *Fearless*, and *Aura of Command*. The Demigod gains an additional power for each point of his Ka Rating, and these additional powers are unique to his god. The first power is always the first one listed on the appropriate Demigod Powers table. Subsequent powers are determined randomly, and if the result is a power that is already possessed by the Demigod, then he gains the power with the lowest numerical value remaining on the table.

Equipping your Demigod

The Demigod can be equipped with non-magical weapons and armor as the player desires, but must pay the appropriate cost for them. The Demigod may also purchase a Chariot or Honor Guards. If the player desires to purchase Heavy Armor, the Demigod must be equipped with a Chariot to qualify.

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Mycenae Demigod	5	4	3	7	8	6	7	8	100+25/KA
Sparta Demigod	5	4	3	8	7	6	7	9	100+25/KA

HONOR GUARD

The Honor Guard are veteran warriors known for their steadfast loyalty to their Demigod or King. They have sworn to protect their leader and are willing to sacrifice their lives to do so. The Honor Guard of Mycenae are equipped with a Hand Weapon, Large Shield, and Medium Armor, while the Honor Guard of Sparta are equipped with 2 Hand Weapons and Medium Armor. The cost and benefits of this equipment are included in the Honor Guard's Profile. Up to 2 Honor Guards may be purchased at a cost of 30 points each.

On the Battlefield

The Honor Guard acts as a miniature unit for the Demigod: they are always placed in base-to-base contact on either side of his model. They move and maneuver with the same freedom as an Independent Character with one exception: a penalty of -1 to their Move Value on any order other than *Advance*, *Fast Advance*, or *Charge*. The Demigod may not willingly detach from his Honor Guard, except in the case of the Provocation. The Demigod may not attach himself to other units or a Chariot while attached to his Honor Guard. The Honor Guard makes Discipline Saves using the Demigod's Discipline Rating.

Bodyguard

The Honor Guard protects their Demigod, and will fanatically attempt to place themselves between him and harm's way. When an enemy model declares a melee attack against the Demigod, the Honor Guard may make a Discipline Test against the attacker. If the test is successful, the enemy must attack an Honor Guard model instead. If the enemy model has multiple attacks, he may roll his attacks one at a time; once all of the Honor Guards are killed, the remaining attacks may be directed at the Demigod.

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Mycenae H. Guard	5	1	1	4	5	4	6	6	30
Sparta Honor Guard	5	1	1	5	4 (5)	4	5	7	30
Notes: Must remain in base-to-base contact with Demigod, *Bodyguard*									

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DEMIGOD OF APOLLO

The son of Apollo is radiant and proud. Apollo pulls the Sun across the sky with his golden chariot, and the Demigod's countenance shines with the Sun's own light as if its fire were mingled with his divine blood. The Demigod is never anything less than the perfect specimen of manly beauty. He often rides a chariot into battle, and always carries with him a bow across his back, and a lyre at his hip. Like his twin, the goddess Artemis, the Far-Slayer is legendary for his skill with the bow, and so too his son, the Demigod. Few are more deadly with a bow than the Demigod of Apollo. The god is the patron of all poets and musicians, and by the power of his divine blood, the Demigod can play magical songs on his lyre: not only can he stir the hearts of crest-fallen warriors, but also coax the inanimate into movement with the unearthly beauty of his playing. Apollo has high expectations of his son: he must be perfect in every way. If the Demigod is any less, then Apollo is disdainful of his errant son, considering him to be a failure. The god makes this clear to the Demigod, and there is no excuse for failure.

GIFTS OF APOLLO

1. Song of Victory
Accompanied by sweet notes played upon his lyre, the Demigod of Apollo sings a stirring song of inspiration to his troops, telling of their victory in the coming battle. The warriors are filled with divine courage to face impossible odds. The Demigod of Apollo spends his full Activation Phase singing the *Song of Victory*, and can take no other action. The warriors of his warband receive a free reroll of all failed Rout Saves during the effect. The effects of the *Song of Victory* last for a number of Turns equal to the Demigod's Ka Rating.

Cost: 1 Ka Point

2. Song of Defeat
The Demigod of Apollo plucks his harp, and sings of the imminent defeat of an enemy on the battlefield. Amazingly, his words foretell the next moments of the battle before they occur! The Demigod of Apollo spends his full Activation Phase singing the *Song of Defeat*, and can take no other action. The Demigod of Apollo chooses an enemy unit within line-of-sight and makes an Arcane Test against the unit. If the Arcane Test is failed, the unit suffers only a -1 to all Saves for the duration of the Turn. If the Arcane Test is successful, the unit suffers a penalty of -1 to all Tests AND Saves it is required to make for the duration of the Turn.

Cost: 1 Ka Point

3. Far Slayer
The Demigod of Apollo has his father's divine gift for archery; he may loose many arrows at a target in the time it takes a mortal to fire a single shot. Each Turn, the Demigod of Apollo may fire a number of arrows equal to his Ka Rating. The arrows must be fired one at a time at the same target, and each arrow after the first receives a –1 penalty to the Demigod's Missile Rating. The penalty is cumulative, so the second arrow is fired with a –1, the third arrow with a –2, and so on. Note: a unit of warriors is considered a single target.

Cost: Automatic

4. Divine Guidance
Apollo is known as the god of Prophecy, and he will occasionally grant his followers with the gift of foresight. The Demigod of Apollo spends his full Activation Phase praying to Apollo for guidance, and can take no other action. During the Command Phase of the following Turn, he may choose one of the following bonuses: The player may look at a single Command Counter placed by his opponent before placing his own Command Counters, or he may receive a bonus equal to his Ka Rating on the Edge Roll.

Cost: 1 Ka Point

5. Chariot of the Sun
The Demigod calls out to the sky, and a shining chariot of gold appears at his side. For the duration of the battle, the Demigod is granted the use of a *Chariot of the Sun*, pulled by the divine steeds of the gods. *Chariot of the* Sun must be invoked at the beginning of the Demigod's Activation Phase, and the Demigod can take no other action but to climb aboard. The Demigod may ride in the *Chariot of the Sun*, or may choose one of his followers as the Passenger. If the *Chariot of the Sun* is given to a follower, only this model may ride in it for the duration of the power's use.

The *Chariot of the Sun* is placed on the tabletop in base contact with the Demigod, facing in the direction of the player's choosing. No Driver is required, and the *Chariot of the Sun* will take the chosen Passenger wherever he desires. If the Passenger dismounts in the midst of a battle, the *Chariot of the Sun* remains, but it cannot move and no other model can take control of it. The chariot will only disappear if the Passenger is slain, or if it is destroyed in combat.

The *Chariot of the Sun* does not actually ride upon the ground, but glides a few inches above it – it may travel over water, swamp, or rough ground as if it were flat terrain, but it cannot travel over linear obstacles such as walls. The *Chariot of the Sun* has the same Profile as a normal Olympian Chariot, but with an Armor Rating of 4. However, the Demigod's protection remains the same, receiving only a +2 to his Armor Rating while on board.

Cost: 1 Ka Point

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DEMIGOD OF ARES

The son of Ares is rageful and brutal. His aspect is murderous and fierce; his body is massive, bulging with muscles. In battle, he knows no mercy, and is always the aggressor. He strikes relentlessly, seeking only to slay his enemies, caring nothing for their honorable surrender. And he expects no less from the warriors in his warband. The Demigod does not suffer cowards lightly. No man or beast -- and few Demigods -- can match the son of Ares in melee combat. He cares little of strategy and finesse, but his rage and malice make him an unstoppable opponent. Once he has entered battle -- once his ears are deafened by the clash of arms and the screams of the dying, once his nostrils are full of the stench of fear -- the divine blood clouds his vision in red mists, and he does not cease to fight, until his eyes have been blinded by death. As if his own blood rage were not overpowering enough, the Demigod is ceaselessly goaded and harangued by his father to even greater heights of fury -- much like the Demigod treats the warriors of his own warband.

GIFTS OF ARES

1. Furious Charge
The onslaught of the Demigod of Ares is a terrible thing to face, for none can match his brutal ferocity in melee combat. During the initial Activation Phase of his successful charge, the Demigod of Ares receives a +1 to his Attack Rating and gains an extra attack. At the end of the *Furious Charge*, if the recipient of the charge has suffered one or more wounds, the unit is pushed back. The enemy unit is moved backwards 1", and the Demigod moved forward, staying in base-to-base contact with the unit. Any Turn that a unit has been pushed back, they suffer a penalty of -1 to any Disciple Save they are required to make. If the unit is Pushed Back into another unit or an impassable terrain feature, the unit must make a Discipline Save or becomes Disordered.

Cost: Automatic

2. Spear of Doom
The Spear is the chosen weapon of Ares, and his offspring can use this weapon to great effect, throwing it with deadly force and accuracy. The Demigod always begins the game with a free *Spear of Doom*. When the Demigod throws the *Spear of Doom* at a viable target, he receives a bonus of +2 to the Missile Test, and a Damage Modifier equal to the Demigod's Ka Rating instead of a spear's normal Damage Modifier. At the end of the Activation Phase, the spear magically reappears in the Demigod's hand. The Demigod of Ares must play a *Fire* Command Counter to throw the *Spear of Doom*, as normal.

Cost: 1 Ka Point

3. First Blood
The Demigod of Ares is bloodthirsty and belligerent, always the first to strike a blow in melee combat. If the Demigod is attacked in melee combat, he may strike first, providing he has an unplayed Command Counter. Before any attacks against him are carried out, the Demigod can make one attack, which occurs before the opponent's attacks are resolved. The Demigod of Ares' Command Counter is not removed, but he has one less attack on his Activation Phase. This does not apply to attacks to the Demigod's rear.

Cost: Automatic

4. Crippling Blow
The attack of the Demigod of Ares is brutal and savage; even if his opponent is lucky enough to survive the initial attack, he is left injured and limping from the devastating assault. When the Demigod of Ares successfully inflicts a wound upon an opponent, the enemy model suffers a –1 to his Defend Rating for the remainder of the battle in addition to the wound. Further wounds caused by the Demigod of Ares cause cumulative penalties to the enemy model. Note: because of the nature of this power, it is necessary to roll each of the Demigod's attacks one at a time when he is fighting an opponent with multiple Wound Points.

Cost: Automatic

5. Fiery Temper
Much like his divine father, the child of Ares is short tempered and easily frustrated. Even in the face of minor nuisances he is prone to fly into a rage, lashing out at any unfortunate enough to be near him. After the first Turn of the game, each time that the Demigod of Ares loses the Edge roll it will cause him to grow more and more angry. At the loss of his first failed Edge roll, for the rest of the Turn he receives a bonus of +1 to his Attack Rating, +1 Number of Attacks, and a penalty of -1 to his missile Rating. On the next Turn, when the Edge Roll is made, the Demigod receives a penalty of -1 to his Command Value for each Turn that his Fiery Temper has been triggered. Thus, on the Turn following his first failed edge roll and the activation of the *Fiery Temper*, he receives a penalty of -1 to his Command Value. If his roll for the Edge fails again on the next Turn, he receives a penalty of -2, and so on – until he successfully wins the Edge. The *Fiery Temper* will reach a peak after 3 Turns, so the maximum bonus or penalty is never more than 3. Once the Demigod has won the Edge, his *Fiery Temper* begins to cool and all bonuses and penalties return to normal… until he again loses the Edge, and his temper, and the whole process begins again.

Cost: Automatic

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DEMIGOD OF ARTEMIS

The daughter of Artemis is elusive, mercurial and possessed of a fey beauty. Immaculately conceived of a virgin, the daughter of Artemis knows nothing of men – and as the goddess' proper daughter, she desires no knowledge of men. She robes her lean, girlish body in a short chiton of gossamer fabric. In her pale white hand, she holds a bow of the highest craftsmanship, from her slender hips hangs a quiver bristling with deadly arrows. Her legs are long and lithe, and she runs more swiftly than any deer. The Demigod is most at home in the forest, and in her domain, no enemy is more deadly. Nigh invisible among the leaves and shadows of her mother's realm, she can use her bow with unerring accuracy to strike down her enemies. If this were not enough, in her veins runs the divine blood of the Mistress of Beasts, and the daughter of Artemis is able to call on forest creatures of all kinds for aid in battle. Artemis holds herself aloof from her daughter, but in times of extreme need, the intensely private and reclusive Demigod has no recourse but to seek comfort in the arms of her mother. And on occasion, the Virgin Huntress even provides such comfort as she can to her daughter.

GIFTS OF ARTEMIS

1. Dead Shot
The Demigod of Artemis has her mother's divine gift for archery; her arrows seem to unerringly find their mark, even if the target seems otherwise obscured to mortal eyes. The Demigod ignores all penalties for Soft or Hard Cover when firing with a bow, although Full Cover still prevents her from gaining line-of-sight. Furthermore, the Demigod may also fire at an individual Character that is attached to a Unit or Chariot, providing she has a direct line of sight to the model. This attack is made at a penalty of –1 to her Missile Rating. She may not fire at models engaged in melee combat.

Cost: Automatic

2. Hide
The Demigod of Artemis is an elusive and stealthy huntress, an expert at avoiding attention. She can quickly move across a battlefield, often avoiding the eyes and arrows of her enemies. The Demigod of Artemis may hide behind or within a terrain feature on the battlefield to keep from being targeted and attacked by enemy models. If the Demigod is in base-contact with a prominent terrain feature (such as a column or tree, rocky outcropping, foliage, or anything her size or taller), she may attempt to hide from all enemy models that are more than 5" away. The Demigod does not need to be behind the terrain feature to hide; she may even stand against the feature, trusting to her cloak to obscure her form. Each enemy unit that attempts to gain line-of-sight with the Demigod must make a Discipline Test against her, at a penalty of -1. If the Test is failed, the unit cannot gain line-of-sight with the Demigod, or engage her for the duration of the Turn. If the Test is successful, the unit has gained line-of-sight with the Demigod for that Turn only. The Test must be made at the beginning of the enemy unit's Activation Phase. Any unit that is within 5" of the Demigod can see her without having to make the Test. The Demigod must be perfectly still to hide. If she has an unplayed Command Counter that is anything but Hold, she is considered to be in motion, and can be targeted as normal. If the Demigod has already played her Command Counter for the Turn, but is in base-to-base contact with the terrain feature, she may hide, as above. She cannot attempt to hide if she is currently engaged in melee combat, or if she has made a melee or missile attack during the Turn, or while attached to a unit or Chariot.

Cost: Automatic

3. Winged Guardians
The daughter of Artemis goes into battle surrounded by a flock of birds, and these *Winged Guardians* are her companions, messengers, and protectors. They will selflessly intercept the sling-stones, arrows, and spears that are hurled against her. The Demigoddess receives a special save against any Wound caused by a missile attack; the player rolls a die for each wound, on an odd result the wound is ignored, on an even result the wound is taken as normal. This save is in addition to her normal Armor Save, if any.

Cost: Automatic

4. Spirit of the Beast
The Demigod of Artemis is the ruler of the woodland realm, and can infuse her own body with the spirits of wild beasts. The Demigod may choose which spirit to call upon, and she receives the benefits detailed below. She may call upon more than one type of spirit to aid her, but each additional spirit requires the expenditure of an additional Ka Point. Only one type of each spirit may be in effect at the same time. The power can be used at any time, and lasts for 1 plus the Demigod's Ka Rating in Turns.

- *Speed of the Stag*: The Demigod is granted the speed and grace of a woodland stag, and her Move Value is increased by +2.
- *Fangs of the Wolf*: The Demigod grows powerful, wolf-like fangs from her mouth, allowing her to make an additional bite attack in melee combat. The attack has a Damage Modifier of 2, and causes one wound.
- *Toughness of the Boar*: The Demigods skin becomes thick and tough, covered by a heavy layer of coarse bristles of hair. Her Armor Rating is increased by +2.

Cost: 1 Ka Point

5. Forest Stalker
The daughter of the Virgin Huntress moves through the forest as if the very trees aided her by moving aside to let her pass. Bushes seem to stir themselves, shifting their branches to hide her. The Demigod may move through Woods, Jungle, and Forest terrain without the normal penalties, and at +2 to her Move Value. Lastly while her model is within an area of scenery defined as Woods, Jungle, or Forest, she receives a bonus of +2 to her Armor Rating against damage from missile fire, as the leaves and branches of the trees move to protect her.

Cost: Automatic

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DEMIGOD OF HADES

The son of Hades is malevolent and filled with spite. His mother is always Persephone, for the dark god will lay with no other than his stolen bride. By his mother, the unwilling bride of dark Hades, he is reviled; by his father, he is considered nothing more than a tool. The Demigod is sent from the underworld with one purpose: to defeat the escaped spawn of Kronos. Once free of the gloomy domain of Hades, he discovers there is much more to the upper world than only battle between the gods and Titans. The Demigod finally understands Hades' resentment of the task set to him by his brother, Zeus; and soon, his hatred of Zeus and all those ruled by the gods dwelling on Olympus comes to run deep. With malice and rancor, the Demigod enters into battle with the other sons and daughters of the gods: much like his father, the Dweller in Gloom, he feels himself cursed and wishes to revenge himself on his kindred. He goes into battle wielding an axe of deadly harpness, and covered from head to toe in blue-black armor worked with demonic faces. His divine blood grants him sovereignty over the denizens of the underworld, and battle with a son of Hades is a fearful experience. While he eagerly seeks to humble his kindred, who have known such paradisical existences, he has not forgotten the task set to him by his father, and is the implacable foe of the Titans.

GIFTS OF HADES

1. Fetters of Dark Iron
The Demigod carries a pair of magical shackles, given to him by his father to apprehend wayward spirits of the dead. However, the shackles can be used to great effect on the living, capturing and binding the limbs of his enemies. The *Fetters of Dark Iron* can be thrown like a Javelin (using the Demigod's Missile Rating), or used in melee combat (using the Demigod's Attack Rating. If the attack is successful, the Demigod may choose which limbs to bind, either the legs or the arms. If the legs of the model are bound, the model's Movement Value is reduced to 2". If the arms of the target are bound, the model suffers a penalty of -1 from its 'Number of Attacks', and cannot make missile attacks.

The captured model may attempt escape from the *Fetters of Dark Iron* by playing a *Hold* Command Counter, and the attempt takes his entire Activation Phase. The model must make an Arcane Test against the Shackles, which have an Arcane Rating of 10. If the test is successful, the character has broken free; if not, he remains bound. The *Fetters of Dark Iron* may only be used against essentially man-sized models (mounted on a 20mm or 25mm base, or models with man-sized arms mounted on larger bases, such as centaurs, cavalry, or the various Aegyptus *Aspect* powers.) Man sized models (with non-humanoid legs) such as these can only be targeted in the arms.

Cost: 1 Ka Point

2. The Hound of Hell
The Lord of the Underworld has sent one of the Get of Cerberus to serve his child in the war against the Titans. Though still only a pup, the hound is already monstrously large, the jaws of its three heads capable of crushing the strongest armor. The Get of Cerberus accompanies the Demigod into battle, and must remain within 12" of him. The hound is issued a Command Counter during the Command Phase just as any other unit. If the hound is further than 12" away from the Demigod, it can take no action other than searching out its master. If the Get of Cerberus is engaged in melee combat, it will fight until the combat is over, then continue its search. If the Demigod is slain and the battle continues, the hound is filled with a bloodthirsty rage, and will attempt to hunt down his killer. In this case, the hound receives a +2 to its Move Value and Attack Rating and -2 to its Defend Rating. It can do nothing other than move toward the Demigod's killer and attack him, unless intercepted and engaged in melee combat by another enemy. If this happens, it may attack, but once the melee is finished, it will continue to hunt down the Demigod's killer until slain.

Get of Cerberus							
Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
5	4	3	6	6	0	6	5
Damage Modifier 3; Armor Rating: 4 (natural); Base Size: 40 x 40mm							

Cause Fear: In melee combat, a unit of warriors must make a successful Discipline Save to engage one of the Get of Cerberus. If the save is failed, the unit will lose their Command Counter for the Turn. This power has no effect on Characters, other Monsters, or Demigods, but does affect units with an attached Character. Units with an attached Character must still make the Discipline Save (using the Character's Discipline Rating for their own) to engage the Get of Cerberus. Once the unit and the Get of Cerberus are engaged in melee combat, the unit may attack as normal.

Cost: Automatic

3. Titan Slayer
The Demigod of Hades has spent many years fighting the monsters that have escaped from his father's prison realm, and he knows their weaknesses well. When fighting against any model that is classified as a Monster, each of the Demigod's attacks cause 2 Wounds instead of the usual 1. Specifically, this applies against all Titans, Monsters, Abominations, all Wendigo, the Beloved of Sobek, and the Stone Colossus.

Cost: Automatic

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4. Spectral Form

Hades has granted his child the unsettling ability to disappear from the sight, his body becoming a ghostly shape that seems like a slight wisp of smoke blown on a gentle breeze. While in *Spectral Form*, the Demigod of Hades cannot be engaged in melee combat, or targeted by line-of-sight. Other models on the battlefield may attempt to move through his model, but must end their movement at least 1/2 of an inch from the Demigod's location; if they can not fully move through the Demigod, the model must stop 1/2" before, or choose a different path. The Demigod may move through other models or units on the battlefield, providing he has enough movement left to do so completely. If he chooses to end his activation phase in contact with any other model, he immediately loses his insubstantial nature, and combat is conducted normally. The Demigod does not gain a Charge bonus when stepping out of the *Spectral Form*. The Demigod of Hades cannot make attacks while in *Spectral Form*, nor can he achieve objectives (such as solving riddles, opening doors, or picking up an object). He must rematerialize to do so. The power may be used only on the Demigod's own activation phase, and may not be used to escape from melee combat. The *Spectral Form* may not be used to pass through walls or terrain features. The Demigod may not ride a Chariot or attach to a unit while in Spectral Form. Unless the power is ended early, the *Spectral Form* lasts for 1 plus the Demigod's Ka Rating in Turns.

Cost: 1 Ka Point

5. Voices from the Grave

The Demigod of Hades can speak to the spirits of his warband's dead ancestors, asking them questions about what awaits them in the future. The dead know the future and cannot lie, but those dare to pursue the secrets of the dead often regret it! The Demigod may ask what the future holds for 2 of his most trusted warriors. The player picks 2 Characters in his warband (not including the Demigod himself) and rolls a die for the first one – if the result is even, the Character's destiny is favorable, if the result is odd, the Character's destiny is unfavorable. No matter what the result, the other Character's destiny is the opposite. The Character destined for greatness receives a +1 bonus on all Tests, and may make one free reroll (as per *Defy Fate*), during the course of the game. The Character whose destiny is unfavorable receives a +1 penalty on all Saves during the course of the game. *Voices from the Grave* is always used at the start of the game, before the initial roll for the Edge is made.

Cost: 1 Ka Point

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DEMIGOD OF ZEUS

The son of Zeus is regal and imperious. He speaks in a commanding voice, and is accustomed to being obeyed. The Demigod's authority is apparent in his every word and gesture. His father is the King of the Gods, and his son can be no less than a leader of men and treated with no less than the respect due to him. Any affront is noticed, and does not go unpunished. Arrogantly, he even expects to be treated with respect by the other gods. In the manly virtues of strength, virility, and courage, the son of Zeus is unsurpassed. Into battle, he wears shining armor, and is robed in clothe of gold. His presence is blinding. By right of birth, the Demigod can wield the divine thunderbolts of the Storm-Gatherer; and when another dares make war with the Demigod, lightning crashes and thunder booms across the battlefield. Despite all the advantages of his birth, Zeus is an unforgiving father. So long as the Demigod acts in accord with his father's wishes, he is loved. But it is difficult for the arrogant Demigod not to rebel against his father's commands. In the epics of the poets, it is the son of Zeus who is most often filled with hubris, and rises up to challenge the authority of Olympus – only to be struck down by his own father.

GIFTS OF ZEUS

1. Virility
The potent blood of the father of the Gods flows in the veins of the Demigod of Zeus, giving him an otherworldly stamina and superhuman endurance. The Demigod receives an extra Wound Point that is permanently added to his Profile.

Cost: Automatic

2. Eagle Companion
The Demigod of Zeus is granted the use of a golden eagle, sent from Olympus to strike at the enemies of the Demigod. The eagle normally sits upon the Demigod's arm or shoulder, awaiting his command to fly to the attack. The Demigod may send the eagle to attack any target within 24" of him and in his line-of-sight. The eagle's attack is resolved as a Melee Test with an Attack Rating of 4. The eagle aims for the eyes, and its attack may temporarily blind or even kill the target. If the eagle's Melee Test is successful, then the target is temporarily blinded. If the target is a Character with an unplayed Command Counter, the counter is removed and the Character loses its action for that Turn. If the target is a member of a unit, the unit does not lose its Command Counter. Instead, the unit takes its action as usual, but the targeted member of the unit cannot attack in any way. It is simply carried along with the unit for the remainder of the Turn. In addition, if the target fails its Armor Save against the damage, it suffers 1 wound. The eagle can only be attacked in melee combat during the Turn it makes an attack, and is considered to be directly above the base of the target model. If the target survives the eagle's attack with its Command Counter unplayed, it may engage the eagle in melee combat, or ignore the eagle and play its Command Counter. In addition, any models in base-to-base contact with the target can attack the eagle on their Activation Phase. Melee Tests are resolved as normal, the eagle having a Defend Rating of 3, 1 Wound Point, and no Armor Save. At the end of the Turn the eagle flies away, returning to its master. The eagle can only attack once every other Turn—it must return to its master during each Turn following an attack. The eagle must be represented upon the miniature of the Demigod.

Cost: Automatic

3. Majestic Bearing
The son of the King of Gods radiates a regal aura that commands respect and loyalty. This air of authority is so strong that even the most powerful of warriors look upon him with awe. The Demigod's Aura of Command now affects more than just units of warriors; even Characters must pass a Discipline Save to engage him in melee combat. Beasts, Monsters and Demigods remain unaffected.

Cost: Automatic

4. The Voice of Thunder
In a thunderous voice, the Demigod of Zeus can shout a command that even the warriors of his enemy will attempt to follow. The Demigod may use this power only when the target unit has been activated and its Command Counter is revealed. The target must be within 12" of the Demigod and in his line-of-sight. This power has no effect on a unit already engaged in melee combat. The Demigod makes a Discipline Test against the targeted unit, and success means the unit has obeyed the *Voice of Thunder*. The Demigod of Zeus is able to replace the unit's Command Counter with one of his choosing. The unit must follow the command to the full extent of their ability. Note: if the *Reform* Command Counter is selected, the new formation is determined by rolling a 10-sided die, and then consulting the Reform description for the results—a 9 or 10 allowing the opposing player to choose his own new formation. The *Voice of Thunder* can also be used on the Demigod's own warriors. As before, a Discipline Save is still required and all range restrictions apply. However, if the Save is successful, the original Command Counter is replaced with a new one of the player's choosing. This new Command Counter will be followed without question, and supersedes the Command Counter issued during the Command Phase.

Cost: 1 Ka Point

5. Thunderbolts
The Demigod of Zeus can hurl *Thunderbolts* at his enemies, capable of bringing down the strongest foe. The *Thunderbolt* has the same range as a spear, and the attack is conducted in the same way (as if the Demigod is throwing a spear at the target.) On a successful hit, the *Thunderbolt* causes 2 wounds. If the attack hits, the target receives an Armor Save only for nonmetal armor (Natural Armor, Light Armor, Amulets, Spell Effects, etc.). Medium Armor, Heavy Armor, and Shields are always assumed to be metal, unless otherwise stated in the unit's description in the WarGods rulebook. Warriors in metal armor are especially vulnerable to the *Thunderbolt's* attack; their metal armor acts as a conductor of magical energy, spreading the effect to the other warriors nearby. If the *Thunderbolt* strikes a unit in metal armor, roll an Armor Save for each warrior in the unit – if the Armor Save is made, the armor conducts the lightning, and that model is affected by the *Thunderbolt*.

Cost: 1 Ka Point

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KING AGAMEMNON

Agamemnon was born to a powerful Mycenaean family that boasted a long history of notable accomplishments, yet their history was tarnished by their shocking crimes against both men and gods. It is the way of the greeks that the unpunished sins of the father are passed on to the son, and the forefathers of Agamemnon left him with much to account. His line was descended from the cursed Tantalus, a mortal who was invited to dine with the gods. Full of pride and seeking to test the gods, Tantalus stole the divine nectar and ambrosia from their table, replacing it with the flesh of his own son that he had sacrificed and boiled. For his sacrilege he was condemned to eternal torture in the infernal pits of Tartarus, his descendents marred by his sins and doomed to repeat them in kind on down through the ages. And so it was... the father of Agamemnon fared little better, driven mad by jealousy he murdered his brother's sons, offering them to his brother cooked in a soup to avenge his adulterous wife. Agamemnon too was destined for tragedy, for he chose to sacrifice his own daughter Ifiginia to appease the goddess Artemis and gain favorable winds to sail his fleet against the city of Troy.

In spite of his cursed bloodline, Agamemnon rose to great power in his time, uniting the three cities of Mycenae into a formidable kingdom. It was he who gathered the greek forces to go to battle against Troy, leading the men across the sea and fighting in the many battles that were to come, achieving victory after ten long and bloody years. But even these accomplishments were tarnished by his dark lineage, for he angered and insulted his greatest heroes, and made enemies of men who called him friend. Though Agamemnon mastered all the men of his time, his haughty reign was ultimately brought to an end by a woman... his own wife, Clytemnestra. She murdered him when he returned from Troy, to avenge the heartless sacrifice of their daughter Ifiginia at the onset of the war.

In the years of his reign, Agamemnon was a man whose appearance commanded obedience from all mortal men. His face was hard and stern, his black beard flecked with streaks of iron grey. When Agamemnon went to battle, he rode in a chariot of carved wood and gilt with gold, the front emblazoned with the twin lions of Mycenae. His armor was forged of bronze and decorated with gold and silver, covering him from neck to ankle. His helmet was crowned with a pair of impressive boar tusks and a crest of four tall plumes of horsehair. He bore a scepter carved of stone, the head decorated with a pair of eagles, both a symbol of his leadership as well as a weapon to crush those who did not submit to his authority.

WARBAND RESTRICTIONS

Agamemnon may be used in place of a Demigod of Zeus in a Mycenaean warband.

EQUIPMENT

Heavy Armor, Spear, 2 Hand Weapons, Chariot (optional, additional cost), Honor Guard (optional, +30 pts each.)

SPECIAL POWERS

King Agamemnon is a Demigod of Zeus with a Ka Rating of 4, with the following Demigod Powers: *Defy Fate, Fearless, Aura of Command, Virility, Majestic Bearing, Imperious Commander, Gift of the Gods: Shield of Fear and Terror.*

Gift of the Gods: Shield of Fear and Terror

When going to battle, Agamemnon sometimes carries a shield inscribed with the frightening image of a gorgon, flanked by the twin gods of Fear and Terror. So terrible is the depiction that the smith who crafted the image, after delivering the final chisel-stroke, stood back to behold his work - and was struck blind by the sight. The *Shield of Fear and Terror* is considered a Large Shield, and any enemy model in base-to-base contact with the bearer makes all Discipline Tests and Saves at a penalty of -1.

Cost: Automatic

Imperious Commander

When Agamemnon speaks, his men hasten to obey his commands, even in the face of great peril and difficult odds. When Agamemnon plays his first Activation Phase during each Turn, he may activate 1 additional unit - so long as both of the units that he chooses to activate are his own. If he chooses to activate one of his opponent's units on his first Activation Phase, he receives no additional activation for the Turn. The power of the *Imperious Commander* may be used each Turn.

Cost: Automatic

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
King Agamemnon	5	4	3	7	9	6	8	9	215
Notes: Ka Rating: 4, *Defy Fate, Fearless, Aura of Command, Virility, Majestic Bearing, Imperious Commander, Shield of Fear and Terror*.									

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KING TYCHEDES

In those cataclysmic days of the Titan Incursion and the Battle of Thermopylae, two kings ruled in Sparta: the king of the throne, Tychedes, who commanded the defense of the city-state, and the king of the spear, Leonidas, who lead the Spartans when they traveled to war. Because of the heroic sacrifice made by himself and his Three Hundred, Leonidas' name has loomed large in tales of the epic poets, but the other king of Sparta who reigned over the Spartan homeland was no less important, for in the end he defeated monstrous Xerxes, breaking and scattering the remnants of his Titan horde.

Before Tychedes came to power, the throne was held by Demaratus, known by some as the 'traitor king'. Though he was as brave as any other Spartan in battle, Demaratus disgraced himself by seeking to thwart the efforts of the Spartan spear king to counter the threat of the Persians. His plots were made known by a prophecy of the Delphic Oracle, who revealed that the Sparta throne betrayed the spear to the decadent Persians to the north. Demeratus was deposed, and the truth of the prophecy was revealed when he fled into service of the Persian king Darius, vowing revenge. Tychedes assumed the throne of Sparta, and unlike Demeratus was a resolute opponent to all foreign gods and their mortal servants.

Tychedes was an impressive figure of a man, standing tall and squarely built as any man even half his age. His regal form was no surprise, for he was a descendant of the *Dioscuri*, and the potent blood of Zeus yet ran in his veins. Yet he was not born to kingship. Like any other Spartan he spent his youth as a warrior in the phalanx and later as a distinguished captain of his own body of men. Against all manner of foes, he proved himself. Against men, he learned to counter spears and arrows, and oftentimes their more potent weapon: deceit and trickery. Against monsters, he learned to face savagery with cool resolve and brazen determination, though his experience did not come without cost. Once, when beaten by a particularly monstrous foe and left to die, he did not. Calling upon the vast strength of his divine blood, Tychedes crawled to his feet and tracked the beast that had left him wounded and without his left eye. When he found it, he slew the thing and took its scaly hide as a cloak, using the same claw that took his eye as the clasp. When asked who claimed his eye, Tychedes simply smiled with grim satisfaction and said, *"The price of my clasp was high."* For his victory over the creature, Tychedes was given a gift of the gods, a sword of unbreakable red iron said to have once been used by Ares himself.

WARBAND RESTRICTIONS

Tychedes may be used in place of a Demigod of Zeus in a Spartan warband.

EQUIPMENT

Medium Armor, Large Shield, Monster Cloak, Spear, Red Sword of Revenge, Honor Guard (optional, +30 pts each.)

SPECIAL POWERS

King Tychedes is a Demigod of Zeus with a Ka Rating of 4, with the following Demigod Powers: *Defy Fate, Fearless, Aura of Command, Virility, Majestic Bearing, Voice of Thunder, Gift of the Gods: Red Sword of Revenge*.

Gift of the Gods: Red Sword of Revenge

The *Red Sword of Revenge* is a blade forged during the epic age of the Titanomachy by Hephaestus for the god Ares. It is said that if the wielders' blood is spilled the blade thirsts for revenge. Though Ares used the blade to great effect, it was lost in one of his notorious bouts of cowardice when he fled the field of battle. In the hands of a mortal, the *Red Sword* is considered a Hand Weapon with a Damage Modifier of 2. When the user is wounded in melee combat, the *Red Sword* is allowed an immediate retaliatory attack – even if the wound inflicted a killing blow upon the user.

Cost: Automatic

Monster Cloak

For his cloak, Tychedes wears the scaly hide the monster that scarred his face and took his eye. The scales are especially resistant to fire; if Tychedes is wounded by a fire-based attack, power, or spell, he is allowed an additional Armor Save of 4, which is not susceptible to Damage Modifiers.

Maimed Eye

During his youth, Tychedes lost his left eye in a battle against a monster, and his Missile Rating is at a penalty of -1 as a result. This modifier has already been incorporated into his Profile.

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
King Tychedes	5	4	3	9	8	5	7	10	215
Notes: Ka Rating: 4, *Defy Fate, Fearless, Aura of Command, Virility, Majestic Bearing, Voice of Thunder, Red Sword of Revenge*.									

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